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Griffes Advertising
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For advertising inquiries, contact np.advertising@noa.nintendo.com



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PLAYER'S PULSE

We've got a slight problem on our hands, readers. It seems your letters about how best to take out an enemy were so effective that all the Nintendo villains are running scared. Bowser's locked himself in a closet and won't come out, Mother Brain hightailed it for Venus, and Ganondorf . . . well, the less said there the better. Our heroes send a big thank-you for the surprise day off!



BIG-TIME BATTLES

If I was trapped in combat with one villain, it would be Renard from TWINE. Since he can't feel pain, I could just sneak up behind him and use the *Austin Powers* Judo Chop!

Sam Kurfirst
Via the Internet

If I was locked in single combat with Bowser, I would grab his tail and start swinging him around. Now that would be funny! PS—Bowser is a cutie!

Marissa Van-Gronigen
Montreal, QC



In response to Volume 139's Write Away, Right Away, I would fight Ganondorf and whoop him Kung Fu-style!

Anonymous
Via the Internet

Would that be Shaolin-style Kung Fu or the dreaded Crouching Tiger?

If I was in combat with Dracolord from Dragon Warrior, I would climb on his head and start jumping. If that didn't work, I'd just curl into a little ball and quiver. Actually, if I ever saw him I'd think I'd automatically go to the second option.

Anonymous
Via the Internet

There's no reason to fear Dracolord as long as you have Loto's Sword and a few Healmore spells handy. Otherwise, curling in a ball may not be a bad idea.

I think if I ever met up with Bowser, I would try to be his friend by helping him get rid of Mario. If Mario were gone and you were Bowser's friend, you'd be really powerful.

Adam Powning
Via the Internet

If I were locked in a room with a villain, it would be Gruntilda. She's the best baddie I've ever faced, and I'd distract her by giving her difficult math problems.

Anonymous
Via the Internet

The villain I want to fight is General Plastro. I would melt his legs and arms, freeze the rest, then put it in a cooler and ship it to Antarctica.

Ryan Roarty
Babbit, MN



Although many people may not think he's a villain, I want to take out the owl from Ocarina of Time. I mean, how does he always know where you are? He must be a spy. I'm going to borrow Link's Ice Arrow and Bow and sell him as an ice sculpture.

WindYoshi
Via the Internet

You may laugh now, but how do you intend to save your Majora's Mask game without Kaepora Gaebora the owl, eh?

If I had a chance to take down the taxi from Tony Hawk, I'd take my board and put it right through the window. And I'd take some screws and shove them into those evil tires!

Trenton K.
Via the Internet

LETTER OF THE MONTH

I have noticed a strange thing in The Legend of Zelda: Majora's Mask—namely that there are motors on the back of Gerudo boats. Now if the people in that day and age had motor boats, then why don't they have a door on the only bathroom in town?

Karian Lilly
Via the Internet

The bathroom door has been a concern of the Clock Town Inn for a while. We asked the innkeeper, Anju, about the lack of, er, privacy, and she said that the washroom door key used to be attached to a giant Deku Stick so no one would steal it, but her patrons got tired of lugging it around.





There's only one sure way to defeat an evil villain. A good whack over the head with a penguin will knock even the toughest out of commission. You should try it sometime.

Tim Paczkowski
Via the Internet

For those of you who live in warm weather climates and don't have access to penguins, any chubby, flightless bird will do in a pinch.



I think that you should tell villains that their shoes are untied. Then, when they look down, you can jump on their head or hit them with a boomerang.

Blake Hunt
Via the Internet

If I was in a room with any enemy, I'd be there with a lemon and pound it really hard. Then I'd leave the room and make some lemonade just for the NP KREW because you guys all work so hard to give us an awesome magazine!!

Annu Atwal
Calgary, BC

Thanks, Annu! Just promise that you won't ever decide to battle a giant prune.

TIGHTY YELLOWIES

I was examining my newest Nintendo Power, and I noticed that Banjo is wearing even tighter shorts than before. Enlighten me. Did he buy a new pair one size too small, or did they shrink in the wash?

Shawn Carter
Cheyenne, WY



It's actually one of Kazooie's practical jokes. Every time they do laundry, she keeps replacing his shorts with smaller and smaller sizes. Oddly enough, Banjo has yet to notice.

VOTE NESTER IN 2004

Is the Howard Phillips from old Nintendo Power issues the same Howard Phillips who ran for president on the Constitutional Party ticket?

Cary Spencer
Cambridge, MA



No, and no again. To tell them apart, use our handy guide. The Constitutional Party Howard supports making a number of political, economic and social changes to America's political system. The Howard formerly of NP simply wants classy bow ties for all.

SCREEN SHOT SAVVY

I've noticed that whenever you show a screen shot of a game, you always show a movie scene, like with your Nintendo GameCube preview. Never, ever in a game will you get those kinds of camera views. Most gamers want to see shots of actual game play, not movies!

Bob Schmob
Via the Internet

Sorry, Bob, but that's not entirely true. While our articles will sometimes show movies or cut-scenes, it's because they are an important element of the games and we want to give gamers a taste of those aspects. Regardless, the vast majority of our screen shots come directly from game play. As for the shots of Nintendo GameCube, we guarantee you'll be seeing plenty of game play shots as soon as we can sneak one out of the testing department!

IT'S THE POTATO POLICE!

I think you should tell Rare to make a game starring a grocery cop busting bad guys in a supermarket. You could grab items like beans and canned ham and throw them at the evildoers, push shopping carts and do other cool stuff.

Anonymous
Via the Internet

Hey, we could finally arrest all those annoying shoppers who have 12 items in the 10 items or less line.

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Get news about recent releases and upcoming games for all Nintendo systems. Call for help on any Zelda game, Banjo-Tooie, The World Is Not Enough, Perfect Dark, Pokémon Stadium, Resident Evil 2, Donkey Kong 64, Jet Force Gemini, Shadow Man, Hybrid Heaven, Duke Nukem: Zero Hour, Pokémon Snap, Super Smash Bros., Shadowgate 64, Castlevania, *Star Wars:* Episode I: Racer, Quake II, *Star Wars:* Rogue Squadron, Banjo-Kazooie, Yoshi's Story, Diddy Kong Racing, Mortal Kombat 4, Mission: Impossible, 1080° Snowboarding, Quest 64, Forsaken 64, Duke Nukem 64, Bomberman 64, Quake 64, Mystical Ninja Starring Goemon, Mischief Makers, GoldenEye 007, Star Fox 64, Super Mario 64, Turok: Dinosaur Hunter, Turok 2, Turok 3, Doom 64, *Star Wars:* Shadows of the Empire and Mortal Kombat Trilogy for the Nintendo 64. There's also help for Super Mario World, Yoshi's Island: Super Mario World 2, Donkey Kong Country 1, 2 and 3, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II and Ultimate Kombat 3 for the Super NES; and Donkey Kong Country, Crystalis, Wario Land 3, Pokémon Red, Blue, Yellow, Gold and Silver, Pokémon Trading Card Game, Conker's Pocket Tales, Shadowgate Classic, Wario Land II and DKL 3 for the Game Boy. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

NINTENDO POWER SOURCE

www.nintendo.com
E-mail:
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NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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E-mail:
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EENY MEENY MINY MO

How do you guys determine which letters get published? Is it a random selection, or do you read them all and pick your favorites?

Joe Veng
Lawrenceville, NJ

It's a lengthy process, Joe, but it goes something like this. Letters are received in our mail room, where employees separate them into groups—subscription questions, Poké-center and so forth. Then our Player's Pulse editor takes the huge stack of PP letters (not to mention the e-mail) and reads it all! We try to aim for a good balance: some serious letters, some funny, some informative. As for the selection process, good writing, a sense of humor and the ability to get to the point quickly are all pluses.



POWER CHART

Wondering what to rent? Look no further. Below you'll find the most popular N64 rentals according to the Video Software Dealers Association. The games below are the top rentals from the first week in December.

TOP NINTENDO 64 RENTALS

1. **WWF No Mercy**
2. **The World Is Not Enough**
3. **Mario Tennis**
4. **Majora's Mask**
5. **Tony Hawk's Pro Skater**
6. **NFL Blitz 2001**
7. **Army Men: Sarge's Heroes 2**
8. **Perfect Dark**
9. **Hey You, Pikachu!**
10. **Excitebike 64**

THOSE PC BLUES

For the love of all that is good and holy, can you guys please make an exact replica of the N64 Controller for the PC? Please! I'm begging you!

Metal Music Man
Via the Internet

The N64 Controller is a slick little number, isn't it? Unfortunately, you'll have to make do with mice and keyboards, as Nintendo has no plans to adapt its Controllers for the PC market.

FULL MOON FEVER

Um... don't get me wrong. I like Majora's Mask, I really do. I just really hate that moon. Especially after midnight. My brother torments me by looking at it until there's only three seconds left to save the world, and it's freaky lookin'!

Cathryn Hofmann
Via the Internet



Well, if the moon looked happy, Link wouldn't have any motivation to save Clock Town. Besides, if you manage to defeat the Skull Kid and get rid of that scary moon, it makes your successful quest all the more sweet.

DOUBLE OH-NO

I'm 10 years old, and I'm not allowed to play Goldeneye. Do you think I should be allowed?

Anonymous
Via the Internet

The ESRB ratings system was established for several reasons, and one of those is so that games could be targeted to certain audiences. Goldeneye 007 is rated Teen, and we think you should just hold off for a few years until you hit 13. Trust us—the game will still be just as good.

EVERYONE'S A CRITIC

I'm so disappointed in your Player's Pulse section. Half the letters you publish are about nothing. I want real letters with real problems that have some bearing on video games! Who cares about the Greek alphabet (Vol. 139) in a video game magazine? Please, I beg of you, stop wasting space!

Matt Gill
Via the Internet

You know, Matt, if we printed only letters directly relating to video games then we wouldn't have printed yours. Just something to think about.

A MATURE MARIO?

My friend says the next Mario game is going to be rated Teen or Mature! I think he's wrong.

Kyle Helson
West Bloomfield, MI

You can tell your buddy that he's wrong this time. The portly plumber just isn't an M-rated type of guy.

WE'RE OLD. REALLY OLD.

I was looking in old issues of Nintendo Power, and in issue 100 it said that Fusajiro








ARENA CHALLENGE

We received a number of queries regarding the future of the Arena section, and we're happy to report that it's moved to the pages of Player's Pulse. Though it's no longer a monthly feature, you can be sure you'll see plenty of supertough challenges throughout the year. First up is one of the wacky minigames from Banjo-Tooie. Practice taking the Flying Saucer Ride in Witchyworld, then send us a photo with your highest score to the address at the bottom of page 9 before March 10, 2001. The 10 highest will see their names and scores published.



Yamauchi created Nintendo in 1889! Has Nintendo really been around that long?

Richardo Gustavson
Via the Internet

It sure has! As another interesting historical tidbit, Nintendo started out by making small Hanafuda playing cards with pictures of flowers on them. The company actually didn't get into the video game business until the early 1970s.

PASS THE ASPIRIN

You'll notice that Mario is always hitting his head on bricks and blocks. Does he come back to Nintendo every evening with a migraine headache? Or is he used to it because he's always trying to stand up in pipes?

Christopher Dunham
Lansing, MI

If Mario ever comes down with a headache, he won't be able to blame his adventuresome, brick-busting ways. Why, you ask? Well, if you watch him very closely, you'll notice that Mario actually breaks bricks with his upraised fist, and not his head. Now, if you ask him about aching fingers, that might be a different story.



DEKU SCRUB REVOLUTION!

I've noticed that the civil rights of Deku Scrubs in Majora's Mask are seriously repressed. The ones in Southern Swamp, Zora Hall and Mountain Village all want to move but can't get the papers they need because their king is too busy punishing a monkey without a trial. This is an obvious sign of insufficient law enforcement, probably because Mayor Doutor is too busy with his endless meetings to designate law enforcement for to the other people of Termina.

Icebird 18
Via the Internet



All good points. Maybe someone should call a Hyrule peacekeeping force to instill some order and oversee future political elections.

OH HOW RUDE! I NEVER...

Did you ever notice how video game characters just barge into people's houses? Take Link, for example. If I saw a shield-carrying, sword-wielding guy gussied up in a green tunic come smashing through my closed front door, I'd be scared stiff!

Jonjake
Via the Internet

Hey, yeah, what's up with that noise?! Maybe we should go back to the first Legend of Zelda, when Link had to shell out Rupees to pay for his busted doors.

PONY UP THE GAMES

I am a big fan of the N64, and I think it's high time for a horse sports game! You made games like basketball and football, so why not horses? I know you can do it. I have faith in mighty Nintendo.

Shavaz
Nova Scotia, Canada

We hate to stirrup controversy, but we would be remiss in our duties if we didn't point out that you already can ride and race Epona the horse in both Ocarina of Time and Majora's Mask for the N64. If you're searching for a game that's all about the horses though, you'll need to take a little jaunt to the East. There are actually games in Japan where you can train, ride and even breed your own racehorses, but they have yet to see the light of day on other shores.

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WRITE AWAY, RIGHT AWAY



February is here, and love springs eternal. So here's your question for the month: What is the most touching scene you've ever seen in a video game? It can be a happy moment, sad one or even a mushy one. Just as long as it's something that moved you. Send your responses to the address at the bottom of page 9.

ARTIST'S GALLERY

As any artist can tell you, creating a masterpiece is a time-consuming process. As of press time (which is when the magazine is printed) we'd received only a trickle of Harvest Moon 64 art, so we're extending the deadline for another month. In the meantime, enjoy February's selection of great ink, including Wario's Disco Inferno!

Thomas White • Millbury, Massachusetts



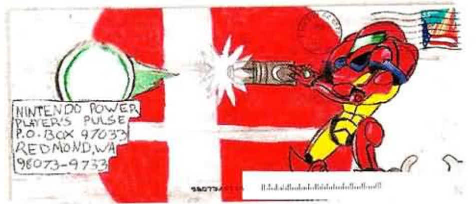
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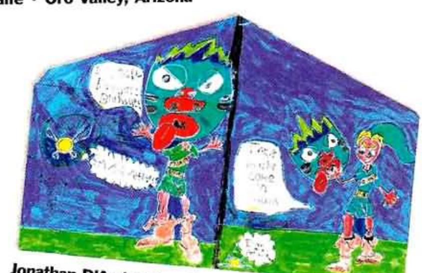
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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS

MARIO ADVANCE

THIS MONTH

Mickey's Speedway USA (GBC)



Scooby-Doo!



Snoopy Tennis



Kirby's Tilt 'n' Tumble



Also this month:
F-Zero Advance
Golden Sun
Tech Deck Skateboarding
V.I.P.
Animal Bancho

NINTENDO ADVANCES NEWS OF LAUNCH TITLES

Nintendo Co. Ltd. in Kyoto, Japan, has finally divulged which first-party titles will be released with the launch of Game Boy Advance in Japan. The list includes Mario Advance, F-Zero Advance, Kuru Kuru Kuru-rin and Napoleon. Three of the four titles were shown last August at Spaceworld, and Mario Advance was a welcome surprise addition to the launch library. Game Watch presents the exclusive first printed screen shots of Mario Advance for you this month in our Game Boy Advance Gallery. NCL also gave notice to the world of the final design colors for Game Boy Advance hardware. The three color schemes, shown here, will be available in Japan at the March launch of the system. In addition to Nintendo's four games, dozens of third-party titles will be ready to go at or soon after the launch date. Nintendo has another seven titles to follow, beginning with Golden Sun in May. No specific launch date has been given for the remaing six games, but all of them will be released in 2001. As for the North American launch of Game Boy Advance, the list of first-party release titles has not yet been decided.





GAME BOY ADVANCE EXCLUSIVE GALLERY

Game Watch has a real treat for Game Boy Advance fans this month—all new screen shots of Nintendo's first 11 games to be released in Japan. Besides a showcase of the system's superior graphics capabilities, you'll get a quick overview of the games themselves. The four Nintendo launch titles have their own captions. As for the remaining games, Golden Sun is a beautiful RPG from Camelot of Mario Tennis fame. Mario Kart Advance will feature changing conditions for the first time. Game Boy Wars Advance is a strategy game. Fire Emblem extends the popular Japanese RPG series. The horse racing game will feature Mobile Adapter compatibility, and Magical Vacation from Brownie Brown is a tantalizing adventure from former Square Soft developers.

MARIO ADVANCE



Mario Advance should look familiar to veteran NES players because it's based on Super Mario Bros. 2. The classic side-scroller from 1988 features Mario, Luigi, Peach and Toad, each with special abilities that will help you defeat Wart and save the World of Dreams. Mario Advance also includes two multi-player games. The Battle Mode lets four players link and compete with just one Game Pak.

F-ZERO ADVANCE



The best of futuristic racing will be updated for Game Boy Advance. The action takes place 25 years after the events of the Super NES game, and new characters, such as a descendant of Captain Falcon, have become the champion drivers. Four players will be able to compete with just one Game Pak on a limited number of courses.

KURU KURU KURU-RIN



Dodge dangerous objects as you navigate narrow paths in the simple-to-play but difficult-to-master puzzler. The game's four modes are Adventure, Practice, Challenge and Competition. Four players can join in the fun using just one Game Pak.

NAPOLEON



Resource management and strategy will occupy would-be generals as they command Napoleon's soldiers in the field. It is the first Game Boy Advance title designed to work with the Advance version of the Mobile Adapter in Japan.

GOLDEN SUN



MARIO KART ADVANCE



GAME BOY WARS ADVANCE



FIRE EMBLEM: MAIDEN OF THE DARK



BAKETSU DAISAKUSEN (HORSE RACING GAME)



TACTICS OGRE: GAIDEN



MAGICAL VACATION



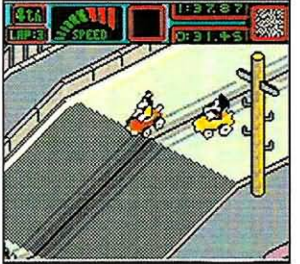
ADVANCED THINKING IN GAMES

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

MICKEY MOTORS ACROSS THE USA WITH GAME BOY COLOR

Mickey's Speedway USA for Game Boy Color won't take a backseat to its N64 cousin when it hits the road next month. The development team at Rare has crafted one of the finest racers ever to grace the tiny screen. It isn't easy getting the right balance of perspective, speed and play control for a top-down view racer for GBC, but that's exactly what Mickey's Speedway USA accomplishes. Just as in the N64 game, players are hot on the trail of Pluto's weasely dognappers, cutting a swath of frantic fun across the continent. Each circuit contains four races, and each race is chock-full of items to chuck at the other racers. For Mickey fans who want a challenge, there are hidden characters and courses to unlock, and for those who would be happy just learning the basics, there's a Driving School Mode. When you add in four languages, a Time Trial Mode, trading via the infrared port, Two-player Mode and extras like a Tour Journal, Trophy Cabinet and Gold Star challenges in the Driving School, you'll likely agree that Mickey's Speedway USA is the hottest thing on the Game Boy Color circuit.











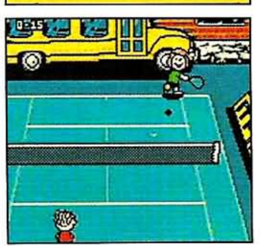
INFOGRAMES COURTS MATCHLESS BEAGLE

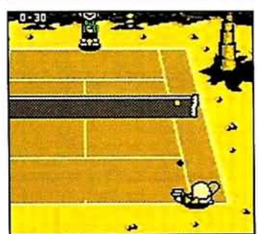
If there's one comic license that has been poorly represented in game libraries to date, it's been Charles Schulz's Peanuts. So Infogrames' Snoopy Tennis for Game Boy Color comes as a refreshing shift. Snoopy turns out to be as comfortable on the tennis court as in the cockpit of a Sopwith Camel, and joining him are Peanuts characters Charlie Brown, Lucy, Linus, Franklin, Sally, Peppermint Patty and Schroeder. Traditional tennis is just one of the ways the Peanuts gang loves to slam the ball. In Special Mode, items that give players special abilities appear on the court. In the Squash Mode, players can bounce the ball off of sidewalls and still keep the ball in play. Snoopy Tennis should be released by early March.







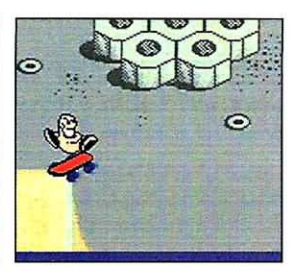




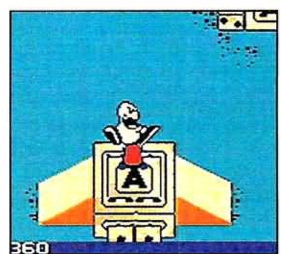
DECK THE HALLS WITH BOARDS AND OLLIES

With TechDeck Skateboarding for Game Boy Color, Activision fingers to break new ground in X-treme sports video games. Digit-happy players can take their favorite miniature boards for a spin in tiny skateboard parks, pulling stunts for points while collecting TechDecks that are scattered about the course. With every completed round, players are awarded points for stunts and completion time. If they get enough points, they'll earn a collectible TechDeck. Maneuvering the boards is easy enough, and the parks are filled with halfpipes, platforms and grindable edges. The parks are based on TechDeck series themes such as The Firm, Toy Machine, Birdhouse (as in Tony Hawk's), Flip and Zero. Game Watch looked at an early version with most of the features in place. The final tiny skater should arrive in March 2001.











WHERE ARE YOU, SCOOBY-DOO?

As always, the world's favorite bumbling snoops are up to their eyeballs in danger and Scooby snacks. THQ's Scooby-Doo! Classic Creep Capers for Game Boy Color brings the Hanna-Barbera cartoon to life, recreating the look, sound, humor and suspense of the comic whodunit. Players switch between Fred, Daphne, Velma and the team of Shaggy and Scooby as they piece together clues and track down villains. The interface is actually easier to use than the N64 game's and cut-scenes and chapter breaks make you feel as if you're part of a story. The development team at Digital Eclipse must be congratulated for the high quality of the graphics and sound, not to mention some of the funniest screen text in any video game. Scooby fans should be able to pick up Creep Capers by the time they read this article, and Nintendo Power will uncover some of the clues in a strategy review next month.













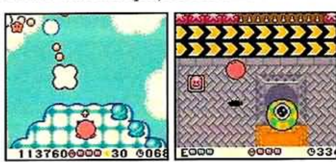
HOW MUCH IS THAT DOGGIE IN THE FRIDGE?

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

KIRBY GETS THE JUMP ON GAME BOY COLOR

Kirby's Tilt 'n' Tumble, first mentioned in Pak Watch last year, is finally scheduled for release in North America. The unusual Game Boy Color title features a tilt-motion sensor that lets players tilt and turn their

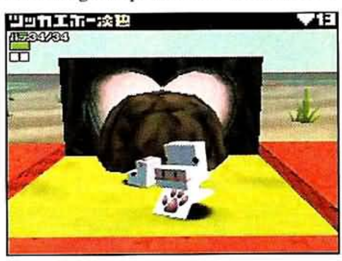


Kirby's Tilt 'N' Tumble

GBCs to get Kirby to roll along the pathways of the game. A flip motion will cause Kirby to jump. The pink puffball doesn't have to inhale his enemies this time around, and every tilting motion puts him in danger of tumbling off the path and into the vacuum of space. Kirby is scheduled for release in the first half of April.

EAT OR BE EATEN ON N64

The evolution of video games is something every gamer has heard about, but what about evolving in a video game? That's the concept behind a new N64 title in Japan called **Animal Bancho**. Animal Bancho is being created by a talented team, including Gabin Ito, who wrote the stories for the PSX hits, Parappa the Rapper and Um Jammer Lammy. In the animal world, you begin the game as a pig whose only drives are to eat and become stronger. As you devour other animals, you'll gain strength and change shape into new animals. Your



Animal Bancho

ultimate goal is to grow so strong that you'll become the king of the beasts. If your dream is to rule the animal kingdom, you'll probably have to go to Japan. It's unlikely that Animal Bancho will be released in North America.

ADVANCING FUN IN NORTH AMERICA

Japanese developers aren't the only ones getting the jump on Game Boy Advance development. In North America and Europe, publishers and developers are deep in the process of creating the first generation of games for the mighty handheld system. The latest word from Conspiracy Entertainment is that they are working on five GBA games: **Land Before Time, The Flintstones, Fievel: An American Tail** and two **Tiny Toons** games. Game Watch also has received word that Crave Entertainment is working on **Men in Black** for Advance and LEGO Media is working with Pocket Studios in Great Britain to create **LEGO Racers II** for GBA. Pocket Studios is the same bunch that is working on Infogrames' incredible **Alone in the Dark** for GBC.

WHO LET THE DOGS OUT?

In **Disney's 102 Dalmations: Puppies to the Rescue** from Activision, you'll follow Domino or Oddball as you try to rescue the spotted littermates without getting caught by Cruella. The Game Boy Color platform action is fun, simple and ideally suited to the young audience that will bark for digital dalmations. Nice graphics, a password



Disney's 102 Dalmations: Puppies to the Rescue

save feature and a good muscial score round out the short list of features. 102 Dalmations is no dog, and it should be available by the time you read this.

UBI SOFT PLAYS WITH V.I.P.S

Ubi Soft's **V.I.P.** for Game Boy Color gets right down to the thrills and chills of protecting important bodies in LA-LA Land just like on Pamela Anderson Lee's action series. The remarkable thing about the game is that you do just about everything in it that Vallery and her fellow body guards do in the show: drive fast cars, chase down clues, have running shootouts with thugs and wallop guards with your purse. Separately, these gaming activ-





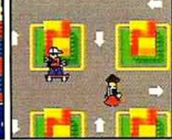
V.I.P.

ities wouldn't raise a gamer's eyebrow, but packaged together they make for a fun game filled with variety. There are lots of platform stages, Spy Hunter-like stages, vertical scrolling shooter stages and more. The developers put in a little taste of everything. Players also take on the roles of Tasha, Nikki, Quick and, of course, Vallery herself while Kay gives them the scoop on what's happening. You can discover if blondes really do have more fun this February when Ubi Soft releases the game in SoCal and elsewhere.

NO LEGO IS AN ISLAND

LEGO Island 2: The Brickster's Revenge builds on the graphics and adventure that were introduced in the first LEGO Island title for Game Boy Color. Pepper, the hero, cruises about the knobby landscape, riding a skateboard and helping the LEGO Islanders whenever possible. There are





LEGO Island 2: The Brickster's Revenge

GAME WATCH FORECAST

plenty of directions from blockheaded folk, and even young players will be on a roll once they get the hang of the skateboarding controls. Game Watch looked at an early version of the game, and LEGO hopes to have the final released in the first half of 2001.

GAME WATCH WORLD

One of the most interesting projects to come to light recently is in the works at Rage Software PLC in the U.K. The deal is to create three Game Boy Color titles in association with Jester Interactive. The first title isn't a game at all. **Pocket Music** (a working title) will contain musical clips from popular artists that the user can loop, cut, combine and arrange to form custom tracks. Although Rage is still looking for a North American publisher, the product should be ready for release early in the first half of 2001.

On the Nintendo GameCube front, Natsume, the publisher of genre classics such as **Harvest Moon** and **Legend of the River King**, has announced that it will create games for Nintendo GameCube, but no announcement has been made as to what game will be released or when. THQ also announced that the first GCN title it will publish will be based on the popular **Rugrats** license.

If you've been wondering what video games are selling in Japan, it seems that **Custom Robo V2** is topping the N64 charts and **Tales of Fantasia: Narikiri Dungeon** is battling **Dragon Quest III** on the Game Boy Color front. DQ III is winning the war with one of the most impressive software launches in Game Boy history. Another GBC game in Japan that's on the fast track for fame is **Densha de Go**—the Train Engineer Game. DDG players take the controls of real Japanese trains and follow on-screen instructions to maintain their schedule and get the train to the final stop on time.





Batman Beyond GBC — Ubi Soft

Dexter's Laboratory: Robot Rampage — B.A.M. Entertainment

NASCAR Racers — Majesco

TOCA Touring Car Championship — THQ

Action Man: Search for Base X — B.A.M. Entertainment

Ultimate Fighting Championship — Crave Entertainment

NINTENDO 64

- AIDYN CHRONICLES: THE FIRST MAGE
- CONKER'S BAD FUR DAY
- MARIO PARTY 3
- POKéMON STADIUM 2

GAME BOY COLOR

- ALIENS
- ALONE IN THE DARK
- AMF BOWLING
- BATMAN: TOTAL CHAOS
- CRUSADERS OF MIGHT & MAGIC
- DEXTER'S LABORATORY: ROBOT RAMPAGE
- DINOSAUR'US
- DISNEY'S THE EMPEROR'S NEW GROOVE
- DOUG'S BIG GAME
- DRAGON WARRIOR III
- EGGBERT
- GAUNTLET LEGENDS
- HERCULES
- KIRBY'S TILT 'N' TUMBLE
- LEGO ISLAND 2: THE BRICKSTER'S REVENGE
- LUFIA: THE BEGINNING OF A LEGEND
- MERLIN
- MICKEY'S SPEEDWAY USA
- ROBIN HOOD
- RUNELORDS
- SCOOBY-DOO!: CLASSIC CREEP CAPERS
- THE SIMPSONS
- SNOOPY TENNIS
- T-TEX
- TECHDECK SKATEBOARDING
- TERRITORY
- TINY TOONS: BUSTER'S CHALLENGE
- TOCA TOURING CAR CHAMPIONSHIP
- TOY STORY RACER
- V.I.P.
- WARRIORS OF MIGHT & MAGIC
- THE WORLD IS NOT ENOUGH
- XENA: WARRIOR PRINCESS
- ZELDA: TRIFORCE SERIES (2 TITLES)

GAME BOY ADVANCE

- AERIAL ACES
- BOMBERMAN STORY*
- CAESAR'S PALACE
- CASTLEVANIA: CIRCLE OF MOON*
- EARTHWORM JIM
- F-18
- F-ZERO ADVANCE*
- FIEVEL: AN AMERICAN TAIL
- FIRE EMBLEM*
- THE FLINTSTONES
- FORTRESS
- GAME BOY WARS ADVANCE*
- GOLDEN SUN*
- GOLF MASTER*
- HORSE RACING DERBY*
- IRIDION 3-D
- JELLY BELLY
- KURU KURU KURU-RIN*
- LAND BEFORE TIME
- LEGO RACERS II
- M&MS: LOST IN TIME
- MAIL DE CUTE*
- MAGICAL VACATION*
- MARIO ADVANCE*
- MARIO KART ADVANCE*
- MEN IN BLACK
- MLB SLUGGERS
- MOMOTARO FESTIVAL*
- MONSTER BREEDER*
- MS. PAC-MAN ADVANCED
- NAMCO MUSEUM ADVANCED
- NAPOLEON*
- NFL BLITZ 2002
- NHL HITZ
- PAC-MAN ADVANCED
- PAINTBALL
- PINOBEE*
- PITFALL
- READY 2 RUMBLE BOXING ROUND 2
- ROCKMAN EXE*
- SILENT HILL*
- STAR COMMUNICATOR*
- TACTICS OGRE*
- TEKKEN ADVANCED
- TINY TOONS (2 TITLES)
- TOP GEAR GT*
- TWEETY AND THE MAGICAL JEWEL*
- WAI WAI RACING*

* ANNOUNCED IN JAPAN





Mario Party 3 — Nintendo



Pokémon Stadium 2 — Nintendo

Nintendo Online

Player's Choice Game Sites

You can celebrate the re-release of five Nintendo 64 hits as part of the Player's Choice series by visiting websites dedicated to each N64 Player's Choice game. Perfectdark.com features information for your eyes only on Joanna Dark's debut adventure. It includes character profiles, strategies for the first three levels of Perfect Dark and an interview with the game's developers at Rare. It also features an interactive Quicktime game that has you infiltrating dataDyne systems. Donkeykong64.com gives you the chance to tune in to DKTV with nine channels of info and movies on the chest-pounding antics of DK and his pals. Super Smash Bros. is the subject of smashbros.com. The site features profiles of the Super Smash Bros. characters (including the game's four hidden characters), descriptions of every stage (including three bonus stages) and winning strategies direct from the developers, like how to make the crowd chant the name of your character and how to recover from being knocked off the playing field. Pokemonstadium.com gives you a tour of the game's features and offers a full color Pokédex with pictures and stats of all 151 original Pokémon. If it's information on Pokémon Snap that you're craving, you can find an introduction to the game and a gallery of Pokémon Snap pictures taken by the pros at pokemonsnap.com. Whatever your player's choice is, we have the info for you.

FOE-FLATTENING FUN



papermario.com

When Mario's latest adventure makes its debut in early February, the official Paper Mario site will go online with a colorful celebration of the game. Online writer Kent Miller says that the goal of the site is to "capture the game's unique storybook energy." That will be accomplished with tons of customized animation, playful descriptions of the characters and strategies, Paper Mario wallpaper, character cutouts and a pair of Paper Mario-themed minigames. One of the games will have you hopping across the rocks of Mt. Lavalava, avoiding the attacks of Bowser's right-hand witch, Kammy Koopa. The other game will test your knowledge of Paper Mario Badges by asking you to match Badges with the appropriate game play situations. Like the game, the site is sure to be a crowd pleaser.



QUICK BYTES





POWER PLUG

In addition to poring over the info-packed pages of Nintendo Power, you can learn even more about featured games and game strategies on nintendopower.com. Log on to the site this month to view movies of Paper Mario, Mega Man 64, Mario Tennis for Game Boy Color and more. It's the official cyber link to your favorite Nintendo game publication.



GBA UPDATE

Sign-up is now open for a new newsletter dedicated to Game Boy Advance. Log on to gameboy.com and follow the newsletter link to subscribe. The newsletter will arrive in your electronic mailbox every month with details relating to the Game Boy Advance system and all of the great Game Boy Advance games with feature lists and screen shots.



WEBSITE NEWS

The relaunch of nintendo.com is imminent. While you wait for the site to adopt its new style, you can have a look at a sample page to the right. The focus of the site will be to give users even more of an insider's perspective with information and game strategy that only Nintendo can provide.



HIT LIST

The hottest Nintendo games continue to see the most hits at their official sites. Our Hit List shows the sites (besides nintendo.com and gameboy.com) that saw the most action last November. Pokemon.com is the launching point for all Pokémon related sites.

1. pokemon.com
2. zelda.com
3. pikachu.com
4. smashbros.com
5. banjo-tooie.com



MARIOTENNIS.COM

The recent release of Mario Tennis for Game Boy Color coincides with an expansion of the Mario Tennis website at mariotennis.com. From the splash screen, you can link to an area dedicated to the Game Boy title. It includes a collection of shockwave minigames and an interactive tour of the Royal Tennis Academy. In the Game Boy Color game, you will spend much of your time building your character and playing matches at the academy. The site gives you a peek at what that's like.





NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/littlemermaid
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com/n64/ccsite (Command & Conquer)
nintendo.com/n64/newtetris
nintendo.com
nintendopower.com
nintendosports.com
papermario.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
waluigi.com
warioland3.com
yoshisstory.com
zelda.com



When you see the NP logo in Nintendo Power, it indicates that you can see a movie of the indicated game on nintendopower.com.

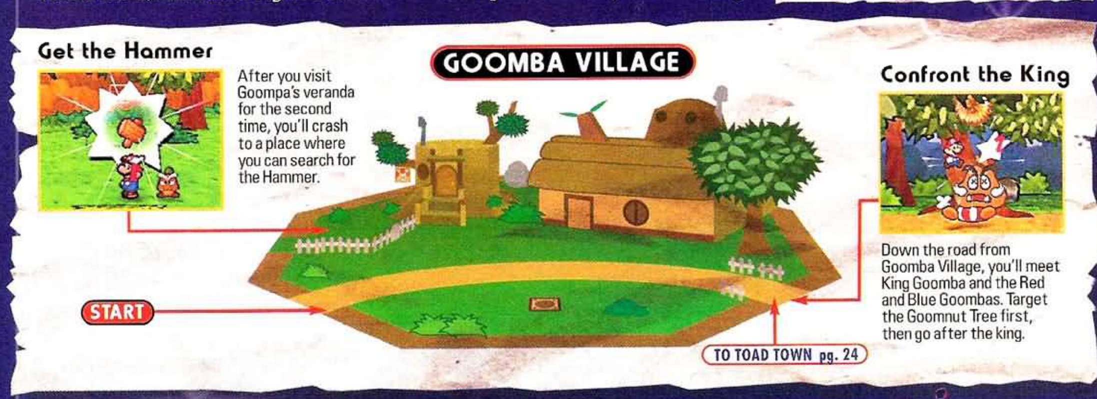
PAPER MARIO™

The Mushroom Kingdom is in chaos with Bowser on the rampage in Nintendo's Paper Mario, from Intelligent Systems. Join Mario as his new N64 adventure unfolds.

THE SPIRIT SEARCH BEGINS

Bowser's control over the land comes from his possession of the Star Rod. While stealing the wish-granting wand from Star Haven, King Koopa kidnapped its keepers, the Star Spirits, and scattered them to the corners of the kingdom. Banished by Bowser from Princess Peach's Castle, Mario must begin his search for the Star Spirits in friendly Goomba Village.





Get the Hammer

After you visit Goompa's veranda for the second time, you'll crash to a place where you can search for the Hammer.

Confront the King

Down the road from Goomba Village, you'll meet King Goomba and the Red and Blue Goombas. Target the Goomnut Tree first, then go after the king.

LEVEL UP

You'll earn Star Points from victory in battle. With every 100 Star Points that you earn, you'll rise up to a new level with the option to increase your maximum Heart Points, Flower Points or Badge Points. It's good practice to start with a Heart Point increase.

Battle Makes You Stronger



You'll level up quickly in the first few chapters of the game. You'll probably want to bring your Heart Points up first then balance out the other categories, but the choice is yours.

TREASURE COLLECTION

Star Pieces are scattered throughout the kingdom. There are 160 in all. By collecting them, you will have what Merlow wants in exchange for his power-giving Badges. Your Star Piece search will accelerate when you acquire the Super Boots.

Hidden Treasure



Seventy Star Pieces are hidden on kingdom paths. Nearly half of those are buried. Use the I Spy Badge and Super Boots to make them surface.

Valuable Gifts



You'll receive Star Pieces in exchange for favors or letters from Parakarry. Chuck Quizmo also offers them as quiz prizes.

BADGE POWER

Badges can help you develop enemy-flattening strategies. Many Badges work well in combination with others, especially those relating to attack and defense power. Boost your Badge Points when you level up to maximize your Badge-carrying capacity.

Badge Booty



Badges are good finds in the remote areas of the Mushroom Kingdom. You can discover many in dead ends, treasure chests and red ? Blocks.

Badge Exchange



Merlow, at Shooting Star Summit, and Rowf, in Toad Town, both offer a selection of Badges. Merlow asks for Star Pieces. Rowf wants Coins.

HELP FROM YOUR FRIENDS

Eight fellow travelers join you on your spirit-saving quest. Many of them can help you overcome obstacles, and all of them offer battle assistance with fighting moves and special defenses. When you find Super Blocks, you can promote your party members to Super-Rank or Ultra-Rank, pumping up their attack power and giving them new battle tactics. Take note of the abilities of your party members and use them when the situation calls for their special talents.

GOOMBARIO



The young Goomba has knowledge beyond his years. He can give you information about every location and enemy. He can also fight with a collection of hard-headed attacks.

KOOPER



By tossing his Shell, Kooper can retrieve items and push switches on the far side of wide gaps. He can also give enemies shell shock with fast-flying attacks.

BOMBETTE



The explosive help of Bob-omb Bombette allows you to break through weak walls and rocks. Her Body Slam and Bomb attacks also bring power to your party.

PARAKARRY



Mail-carrying Parakarry can give you a lift over gaps. His high-flying attacks, including the powerful Shell Shot, also offer a much-needed boost in battles.

BOW



Lady Bow is a gregarious ghost with two strong Smack attacks. In addition to slapping enemies around, she can scare them away and shield you from harm's way.

WATT



By saving Watt from a lantern in Shy Guy's Toy Box, you will gain a helpful friend. She can light the way in dark areas and fight with electrifying attacks.

SUSHIE



Sushie is a Cheep Cheep with wide-ranging water attacks and great swimming skills. She can take you across expanses of water and even help you dive for treasure.

LAKILESTER



The Lakitu that calls himself Spike will give you a ride on his cloud over dangerous terrain. He'll also attack your enemies with Spinys and gusts of wind.

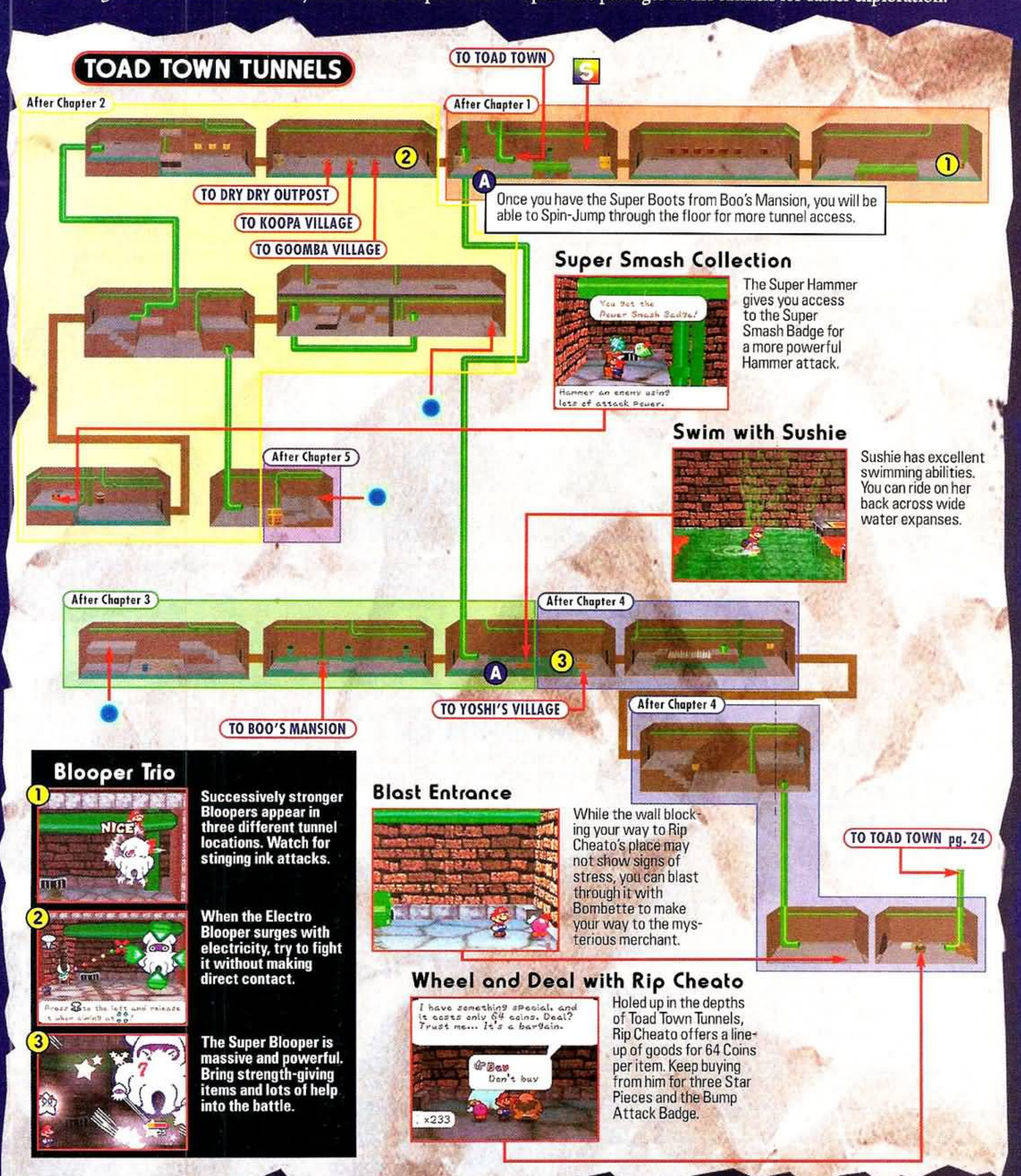
ALL ROADS LEAD TO TOAD TOWN

Toad Town is the hub of the Mushroom Kingdom. It's the first stop for many of your adventures and it's a great place to pick up items and information. The town includes two shops and a place to purchase Badges. You can test your fighting skills at the Dojo and your gaming skills at the Playroom. Tayce T. will improve your items with her culinary skill there, and Merlon will offer you sound advice with his knowledge of your quest and his ability to see the big picture.



GO UNDERGROUND

The Toad Town Tunnels provide shortcuts to common Mushroom Kingdom destinations. When you have the Super Hammer, Super Boots and other useful items, you will be able to open new passages in the tunnels for easier exploration.



Super Smash Collection

The Super Hammer gives you access to the Super Smash Badge for a more powerful Hammer attack.

Swim with Sushie

Sushie has excellent swimming abilities. You can ride on her back across wide water expanses.

Blooper Trio

1. Successively stronger Bloopers appear in three different tunnel locations. Watch for stinging ink attacks.
2. When the Electro Blooper surges with electricity, try to fight it without making direct contact.
3. The Super Blooper is massive and powerful. Bring strength-giving items and lots of help into the battle.

Blast Entrance

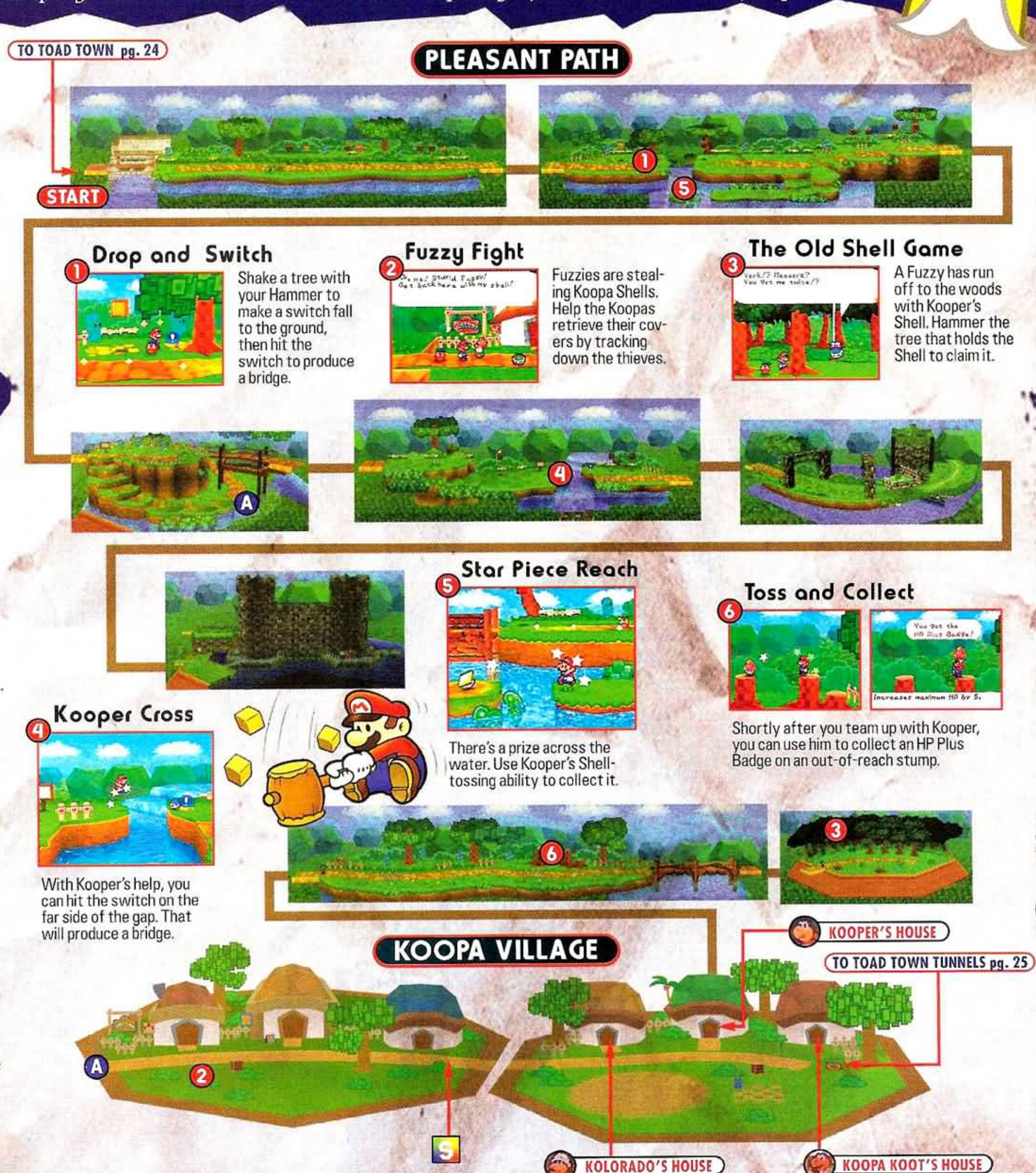
While the wall blocking your way to Rip Cheato's place may not show signs of stress, you can blast through it with Bombette to make your way to the mysterious merchant.

Wheel and Deal with Rip Cheato

Holed up in the depths of Toad Town Tunnels, Rip Cheato offers a lineup of goods for 64 Coins per item. Keep buying from him for three Star Pieces and the Bump Attack Badge.

PUT KOOPER ON YOUR TEAM

You'll need help to reach the road to Koopa Bros. Fortress. At the crossroads, take the stairs down to Koopa Village and aid the citizens by vanquishing the shell-stealing Fuzzies. After you help Kooper get back his own Shell, he'll answer his exploring instincts by joining up with your team. You can use him to reach over wide gaps. He's the first of several partners who will help you overcome obstacles in your path.



STORM KOOPA BROS. FORTRESS

Koopa Bros. Fortress is a prison for captive Bob-ombs and a Star Spirit. As you make your way through the compound, you'll come across locks and cracked walls. You can fight enemy Koopas and Bob-ombs for the keys to the locks, and you can use your new pal, Bombette, found within the fortress prison, to blast through the weak walls.

KOOPA BROS. FORTRESS

1 Key Collection

Fight a Koopa and Bob-omb pair in the fortress's first chamber to earn a key and the right to move on.

2 Stairs Down

Flatten the enemies near the stairs to produce a switch. Hit the switch to make the stairs drop.

After you hit the switch to make the stairs drop, walk down and use Bombette to blast through a wall.

3 Exit Strategy

When you enter the mid-dungeon chamber, the exits rise out of reach. Fight off the enemies to make them drop.

START

4 Fire Fly

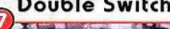
There are two rotating flame bars in the chamber. Jump over the flames and keep moving.

5 Fall for the Trap

The Koopa Bros. have set a trap that will have you falling into the cell where you'll meet Bombette.

6 Key Hole

With Bombette on your team, you can break through the wall to get the key.



7 Double Switch





As you make a path over the cells, use Kooper to hit the switch once, cross both gaps, then use him to hit the same switch again.

8 Bullet Barrage

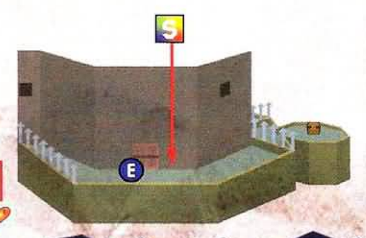


Bullet Bills launch from the Koopa Bros.' Bullet Blasters. Jump to avoid them or hit them with a First Strike.

1 Koopa Bros. Battle



The Koopa Bros. have a two-pronged attack. Use a Fire Flower or POW Block when they fight as a group.



ROAD TO THE RUINS



After your Star Spirit discovery in Koopa Bros. Fortress, you'll find that another Star Spirit is held captive in Dry Dry Ruins. The path across Mt. Rugged and Dry Dry Desert leads to the ruins. Your journey over the mountain won't be complete until you get Parakarry, the mailman, to join your team.

1 Meet the Mailman



Parakarry has lost three letters on Mt. Rugged. If you find and return his letters, he'll join your team.

2 Shell Shuttle



A letter rests on the far side of a gap between two short plateaus. Use Kooper to retrieve the note.

3 Ride the Slides



Mt. Rugged's rocky terrain does feature a few smooth slides. Ride the slides to fly over gaps.

4 High Note



One of Parakarry's missing notes is near the peak of Mt. Rugged. You'll bounce to the top on a spring.

5 Low Letter



There is a gap near the easternmost edge of Mt. Rugged. Fall there to find the last of Parakarry's letters.

MT. RUGGED



6 Special Delivery



Once Parakarry is on your team, he can deliver you to the other side of the gap near the edge of Mt. Rugged.





START

TO DRY DRY DESERT

Pop-Up Pests



Monty Moles burrow up from below without warning. Attack them or step out of the way.

7 Battle with Buzzar





You can either avoid battle with Buzzar or take on the taloned terror. If you fight, defend yourself as best you can, then attack with stomps and Parakarry's Shell Shot.

DRY DRY DESERT

DRY DRY DESERT TREK

Dry Dry Desert is an expansive and dangerous frontier. If you follow the path from Mt. Rugged, walking directly to the east, you can make your way to Dry Dry Outpost without incident. When you have the Pulse Stone, you can use it in the desert to the find Dry Dry Ruins.

Getting Carried Away



The swirling winds of Dry Dry Desert will lift you to remote desert areas. It's a good way to get lost.

1 Oasis Power-Ups



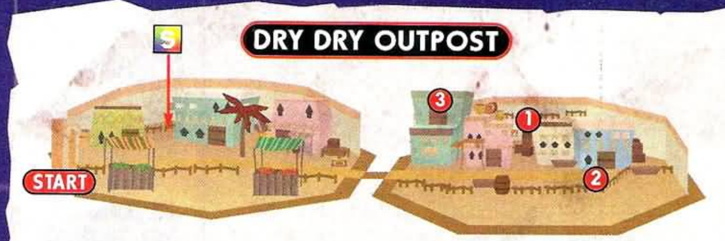
A Heart Block and Super Block await you in the desert oasis just south of the Outpost.



DESERT TOWN DISCOVERIES

A descendant of the builders of Dry Dry Ruins lives in Dry Dry Outpost on the eastern edge of the desert. By following clues and solving a few simple puzzles, you can get a meeting with Moustafa and collect the items that you need to find the ruins.

DRY DRY OUTPOST



1 Backalley Magic



By jumping over a crate in the back of an alley, you can reach Merlee for a power-giving magical spell.

2 Purchasing Power





After you give a Lemon to Sheek and buy items in the order that Sheek will reveal, you'll have access to Dry Dry Outpost's easternmost building.

3 Meet Moustafa



The mystical mouse of the desert will give you the key to Dry Dry Ruins.

Rise of the Ruins





The Pulse Stone flashes faster as you get closer to the site of the ruins. When you reach a rock with a Pulse Stone-shaped hole, use the stone to make the ruins rise.

TRIALS OF TUTANKOOPA

The once-buried ruins are host to a collection of hostile creatures including poisonous Pokey Mummies and Stone Chomps. By collecting precious stones, you can unravel the mysteries of the ruins and unlock the passage to the ruins leader, Tutankoopa.

DRY DRY RUINS

START

1 Partner Power



You'll call on the abilities of your partners a lot. Parakarry can carry you across gaps in the ruins.

Sand Flow



By making sand drain from one area, you will fill another area and gain access to ledges that were once out of reach.

2 Staircase Switch



Several staircases rock on pivots. Push nearby switches to make the stairs turn and give you access to high places.

3 Writing on the Wall





When you drain the sand from a deep ruins chamber, you'll find a clue on the wall that will help you reach Tutankoopa.

1 Tutankoopa Appears

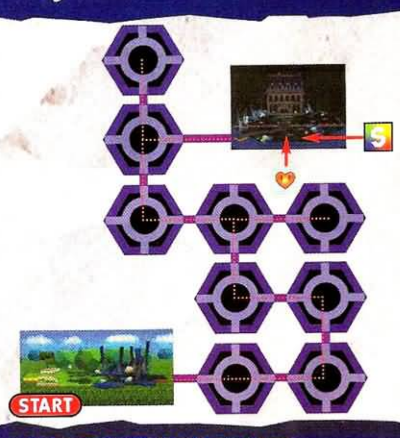




The magical Koopa of Dry Dry Ruins fights with spells, Spinys and a powerful Chomp. Clobber him with stomps and air-borne attacks.

LOST AND FOUND IN THE FOREST

The path to Tubba Blubba and the next Star Spirit winds through the maze of Forever Forest. There, you will battle Forest Fuzzies and Piranha Plants as you look for signs that will lead you out of the woods.



FOREVER FOREST

Forever Forest Path







By taking the exits that stand out from the others, you can find your way through Forever Forest to the grounds of Boo's Mansion. Look at each intersection carefully and try to interact with the rocks and flowers. Unique reactions mark the exits that you should take.

FOREST HAUNT

Lady Bow and her band of Boos haunt Boo's Mansion on the edge of Forever Forest. By exploring the mansion and outwitting the ghostly inhabitants, you can arrange a meeting with Bow and learn the whereabouts of a Star Spirit.

BOO'S MANSION



For the Record



A band of Boos plays keep-away with a record in one of the mansion's second floor chambers. You can get the record by hitting the Boo that holds it.

Musical Lure



By using the record on the phonograph, you can lure a Boo away from its treasure chest.

Use Your Weight





Spring off of the foyer furniture to grab the chandelier and reveal a secret passage, then use the weight to hold the passage open.

One-Way Entry



Once you walk from one basement room to the next, the door will disappear. You must move forward.

Get Boots from Boos




The ghosts of Boo's Mansion like to play games. They'll hide the Super Boots from you. When you find the Boo with the boots, you can use them to pull off the powerful Spin Jump.

Get the Picture




Use the Spin Jump to break through a weak patch in the floor, then fall through the hole to the top of a bookcase for access to Boo's Portrait.

Meet Lady Bow



The head Boo has captured the wandering Star Spirit. She'll release the spirit if you help her deal with Tubba Blubba.

GHOST-GULPING FRIGHT

The Boos of Gusty Gulch are the target of Tubba Blubba's monstrous appetite. As you make your way through the ghost town to Tubba's Castle, you'll see Tubba eat an unlucky Boo with your own eyes. The ghosts need your help.



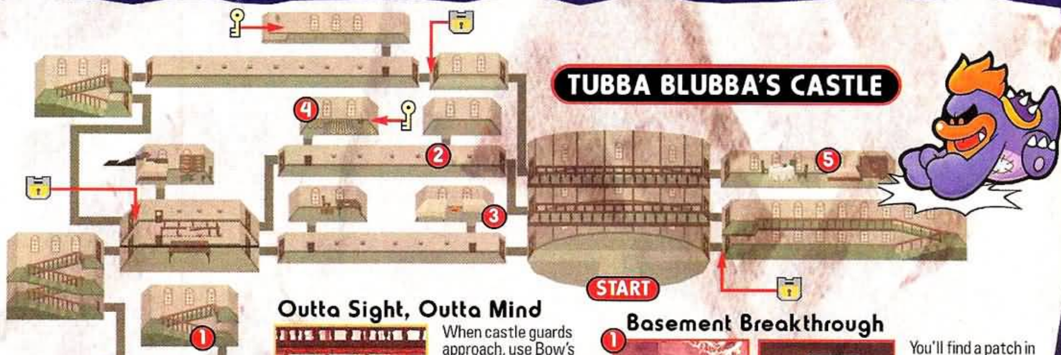
Access Denied



Windy Mill is locked. Before you can enter the mill, you must search Tubba's Castle.

CREEP THROUGH THE CASTLE

Stealth is key in exploring Tubba Blubba's Castle. Tubba's Clubbas are out in force, but some of them are fast asleep. By walking past sleeping guards slowly and using Bow's power of transparency, you can avoid some challenging battles.



Outta Sight, Outta Mind

When castle guards approach, use Bow's Outta Sight ability to make you transparent. The guards will lose interest and move on.

Basement Breakthrough





You'll find a patch in the floor at the bottom of a flight of stairs. Break it for basement access, then grab the key.

Club a Clubba



A sleeping Clubba in the upper hall blocks a weak wall. Fight the enemy, then blast through the wall.

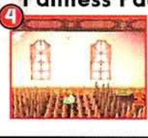
Badge Flight





When you drop down from above, you can land on a table, then fly with Parakarry to grab the D-Down Jump Badge.

Painless Path



By using Bow's power of transparency, you can avoid damage from spikes that pop out of the floor.

Grab the Key and Go





When you enter Tubba's chamber, you'll find that the beast is asleep and the key to Windy Mill is in a treasure chest. Get the key, then get out.

Mill Secret



Once you have the key to Windy Mill, you can enter and discover the secret of Tubba's invincibility.

Heart Attack





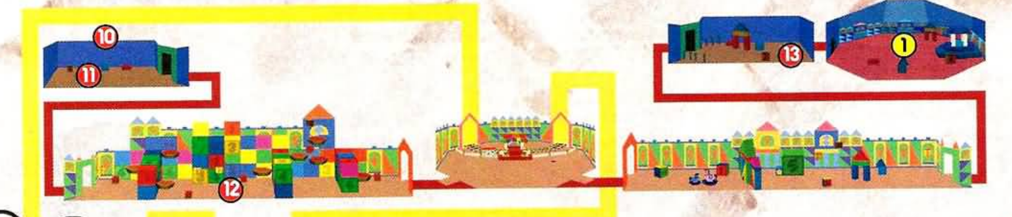


Tubba Blubba's Heart is at the bottom of Windy Mill. Attack it with your strongest stomps, then avoid its attack by using Bow to cover you. After that battle, you'll go head-to-head with Tubba Blubba himself. It'll be an easy victory for you.

SHY GUY CRIME SPREE

Shy Guys have descended upon Toad Town, stealing goods from hapless Toad Town citizens. They have also stolen one of the Star Spirits and have hidden him away in their Toy Box Hideout. The hideout entrance is in an abandoned house. Use Bow's power of transparency to watch a Shy Guy go through a secret panel to the hideout.

SHY GUY'S TOY BOX











Calculator Recovery



Fight a Shy Guy for Rowf's calculator, then return it to the Badge merchant for a reward that will aid in your Star Piece search.

Toy Box Bounce



When you Spin-Jump off the spring loaded boxes, you can launch to the top of tall boxes and continue your Toy Box search.

Capture the Key





The Storeroom Key is at the end of the path, east of Blue Station. Take it to the closest shop in Toad Town. That will give you access to the toy train.

Toss the Train



When you toss the toy train into the Toy Box, it will drop onto the track. When you hop into the Toy Box yourself, you can use the train to go to another station.

Mail Bag Delivery





You'll find a Mail Bag near Pink Station. Take it to the Toad Town Post Office. The Koopa in charge will reward you with a Star Piece.

Find the Frying Pan

4







Tayce T.'s Frying Pan is at the end of the path, east of Pink Station. When you take it to the Toad Town chef, she'll give you a cake in return. If you need another cake, you can bring her Cake Mix.

Galloping Gourmet

5

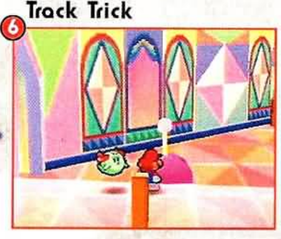




When you take a cake to Gourmet Guy, he will happily get out of the way, allowing you to cross the tracks and collect the Cookbook.

Track Trick

6



By hitting the switch on the other side of the tracks from Pink Station, you can flip a blocking track section and clear the way for the train.

Get a Clue

7







Shy Guys have left an important clue in the form of the Mystery Note. You can get the note east of Green Station. Use Bow's power of transparency to slip through the net on the conveyor path to the treasure.

Parakarry and the Dictionary

8





When you reach the moving blocks east of Green Station, use Parakarry to fly to solid land. There, you'll find Russ T.'s Dictionary.

Mystery Solved

9





When you take the Mystery Note to Russ T., he will translate the note and give you a clue that relates to the four colored boxes near Green Station.

Fight for the Light

10







Big Lantern Guy is invincible when shrouded in darkness. Hit his lantern to shed light on the battle, then stomp on his sore spot.

Free Watt

11



Your new partner, Watt, is inside Big Lantern Guy's lamp. Hit the lamp to set her free.

See Secrets

12



By holding Watt, you can see otherwise invisible ? Blocks.

Tumblin' Wall

13



A wall of building blocks will collapse with help from Bombette.

General Guy Declares War

1







Before you can liberate the Toy Box Star Spirit, you must battle General Guy and his army of Shy Guys. None of the Shy Guys are very challenging, but they do bring power in their numbers. Use attacks that target all enemies.

ISLAND-HOPPING ADVENTURE

After your Toy Box battle, you'll discover a whale with a stomach ache in Toad Town. When you help the whale overcome the hurt, he'll offer to take you anywhere. Kolorado, the treasure hunter, will convince you to sail to Lavalava Island. There, you'll find Yoshis, hostile plants and a Star Spirit hidden in the core of a volcano.

Beach Battle



Not long after you land on the island, Kolorado will be attacked by Fuzzies. He needs help.

Heart Plants



Hurt Plants and plants that produce Hearts look alike. Be prepared for a fight.

Plant Path



You're accustomed to shaking plants for prizes. Some plants part when you check them.

Get a Lift



After you hop onto the spinning purple plant, press the Z Button to spin and lift into the air.

Meet Sushie

1



Your search for the Fearsome Five in Jade Jungle starts with the discover of their nanny, Sushie. Shake her out of her tree to have her join your team.

LAVALAVA ISLAND

Fearsome First

2



After you fight a group of four M. Bushes, you'll uncover Red Yoshi behind some foliage. Send him on his way.

Underground Rescue

3





Clear away bushes on top of a small island climb to reveal a pipe, then take the pipe to a cave where Green Yoshi waits for you.



PASSAGE TO MT. LAVALAVA

Yoshi in Distress

4







Blue Yoshi is on a small island on the western side of Jade Jungle. Swim there with Sushie to set the Yoshi free.

Plant Attack

5



Yellow Yoshi is surrounded by a pair of Putrid Piranhas. Fight them off and beware of poisonous attacks.



START



TO MT. LAVALAVA

Dozing Yoshi

6



Purple Yoshi is across a small stretch of water from Yoshi Village, sleeping safely in a tree. Hit the tree to bring him down to the ground.

Raven Reward

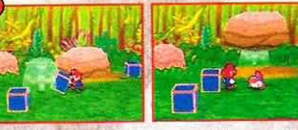
7



As a reward for saving the Fearsome Five, the Yoshi leader will give you the Jade Raven. Use it to unlock secrets in Jade Jungle.

The Power of Water

8



A huge boulder blocks your way. When you roll blocks in the area to plug holes, you can direct the water to a pipeline under the rock, lifting the rock into the air.

The Raven Leads the Way

9



When you reach Raphael the Raven, the mighty bird will clear the path for you and lead you to the Mt. Lavalava entrance.

PLAYING WITH FIRE

Mt. Lavalava is home to fiery fiends and molten flows. By learning to deal with and manipulate hot lava, you will be able to reach the heart of the mountain, where you will find Kolorado's treasure and a captive Star Spirit.

1 Lava Leap





You'll encounter sinking and sliding platforms in the lava-filled first passage of the volcano. Jump quickly or use Parakarry to clear the area.

2 Dam the Lava





By rolling three blue blocks into the lava, one after the other, you can slow the lava flow. That gives you a clear path under the lava falls.

3 Bridge the Gap

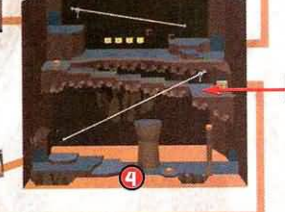




Before you reach the Ultra Hammer, you'll encounter a wide lava flow. Roll two blocks into the lava for a partial bridge, then let Parakarry take you the rest of the way.

MT. LAVALAVA

START



4 Spring to the Path



After you have the Ultra Hammer, you can bounce up to the Metal Block, then pound the block to continue your quest.

5 Roll Through



When the round, spiked rock rolls your way, use Bow to go transparent to let it roll right through you.









6 Clear a Path





A rock wall blocks your way. You can clear the path by breaking a Metal Block and letting the large stone crash through.

1 Fire Fight





The Lava Piranha and its Lava Buds put up a good fight. Use strong Jump attacks and Sushie's Squirt attack to send them into the lava. They'll be back for a second round, so be ready for a long battle.

MORE FLATTENING

With five Star Spirits saved, you still have two to go. Then comes the ultimate confrontation with the King of the Koopas himself, Bowser. Next month, we'll take you through Flowers Fields and the Crystal Palace to that final fight in Bowser's Castle with our big Paper Mario follow-up review. Don't miss it.

MEGA MAN 64

Capcom presents Mega Man like you've never seen him before, with beautiful 3-D graphics, a lively plot and fully digitized speech!



EVERYONE E CONTENT RATED BY ESRB

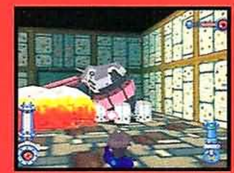
A Mega Tale

Mega Man has starred in over a dozen games for various Nintendo systems, but Mega Man 64 is his first incarnation on the Nintendo 64—and it was well worth the wait. The story begins on a planet covered almost entirely by water, where Mega Man works as a Digger: an adventurer who braves danger and doom in search of precious energy crystals, lost-forgotten treasures and, of course, fortune and glory.

Learn the Ropes

You'll begin your new life as a Digger by hopping right into the action. The first stage is basically a training level where you can learn how to open doors and chests, discover secret objects and, naturally, battle wave after wave of robots bent on your destruction. Make sure you become comfortable with the Buster Gun—it will be essential to your continued survival.

I, Robot



The first boss battle is a snap. As soon as it begins, run from corner to corner and target the robot with your Auto-Lock. It shouldn't take more than five shots to finish it off, but watch for its extendable arm.

Apple Market



Once you flee the robot, your airship, the Flutter, will crash-land on a small island. Talk to the police detective once he shows up, then make your way to the Apple Market shopping center. Be sure to check garbage cans and boxes for surprises.

To Market, to Market





The last stall on the right is the local Junk Shop. Once the owner returns, you'll be able to buy all manner of weapons and items there, but when you first arrive he's lost in a nearby cave. Talk to his frantic wife and offer your assistance.









Map Key

- Enter/Exit
- Switch
- Refractor
- Platform/Weak Walls
- Starter Key
- Hole in Wall
- Treasure Chest

Save a Shopkeep



You'll hear the Junk Store owner's plaintive cries for help long before you see him. Stay on the main path without opening any doors to find him. Once he's rescued, explore the cave for items and Zennies—the island currency.

A Fine Reward



There are areas of the cave you can't reach until you get more items, so snag what you can and return to the Junk Shop. The grateful owners will give you Splash Mines and some spare parts, which you can take back to Roll at the main entrance.

Card Games



By this time, the policeman whom you met when you crash-landed will have finished processing your ID Card. Use it at Apple Market's northern door and head for City Hall. Barrell, Roll's grandfather, awaits you there.

Meet the Bonnes

All is not quiet in the little town. There's a group of dastardly pirates called the Bonnes on the loose, and they'll stop at nothing to claim the treasures of Kattelox Island for themselves. After a brief first encounter, you'll be forced to battle their yellow-headed Servbots in your quest to claim the key to the next area.

Blue

The Blue 'Bot is the fastest of the bunch. Lay down some Splash Mines to take it out.

Red

The Red 'Bot has the most firepower and can be deadly. Attack it only from behind.

Yellow



The Yellow 'Bot has heavy armor, but it's slow. Attack when the others aren't around to help.

The Servbot Battle





The Servbots will attack in giant 'bots, and you won't know which one has the key. Attack the Yellow 'Bot first, however, because it tends to receive the key more often than the others. If you run low on energy, grab a soda from the pop machine.

Key It Up



Once you destroy the correct 'bot, you'll see a small key in the wreckage. Grab it to end the battle, but pick up any life-giving orange cubes first.

Miss Tron's 'Bot

Furious over the defeat of her yellow-headed minions, Miss Tron decides to take you on solo. Unfortunately for Mega Man, she built her robot by herself, so she knows it like the back of her hand. You'll need speed and a little luck if you want to win the battle. If you're having trouble, pick up an Energy Canteen from the Junk Store.

Turning Circles



Miss Tron's 'bot will often spin in place. That is the best time to attack. Lock on and fire as long as you can, then quickly roll to the right or left when she aims at you.

Get behind a 'Bot



Like most Mega Man bosses, Tron's 'bot is vulnerable to attack from behind. You'll want to try to stay behind her at all times anyway, as her forward gun deals some heavy damage.

Wide-Open Spaces



You'll have better luck if you stay in the open and avoid the maze of buildings—they don't allow you to dodge attacks. Remember the soda machine when times are tough. It will fill your energy to the max, but you can use it only once.



You Can Fight (at) City Hall

Considering that pirates embrace anarchy, it should be no surprise that their next assault is on City Hall. You'll be attacked from the air as well as the ground, so you'll want to adjust your Buster Gun accordingly. Be sure to use the Range Booster, because you'll never hit the flyers without it. Once you take out the flying machines and the construction equipment they drop, you'll meet another member of the Bonne family.

Air Rage



You'll get TV news updates about City Hall's woes, but ignore them for now. Take out the flying 'bots first, then concentrate on the machines they've dropped.

Bomb "Baby" Bonne

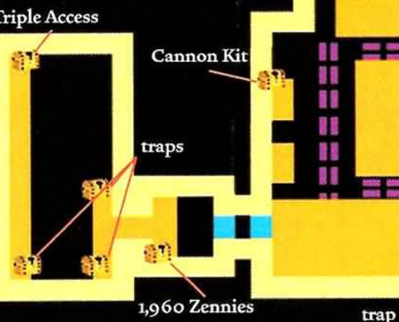




The next Bonne has fierce attacks but also a weakness. Wait for him to float in front of you, then run between his legs and fire as he tries to attack. If you can stay under him, you'll win in no time.

The Yass Plains

Once things are back to normal in town, talk to the mayor and head north to the Yass Plains. You'll fight a number of robots along the way, many of them atop high plateaus. Range and attack are your most important Buster Gun properties at this stage of the game. Remember to use bottom C to enter the caves.



Grab a Cannon Kit



Deep inside the Yass Plains Cave, you'll find a Cannon Kit. If you take it back to Roll, she'll make you a Power Buster. Also ask Data the monkey about shields the next time you see him—he'll give you a free repair kit.

Crush Teasel Bonne





You'll want to buy a Flak Jacket before you battle the Digging Machine. When you fight it, first take out the treads, then climb up onto the back rocks and attack its rear hatch when it opens.

Walkie Talkies



Roll will be so happy with your victory, she'll reward you with a pair of Walkie Talkies that you can use to contact her from anywhere on the island. If she can, she'll bring the van around and give you a lift.

Item Development

Cannon Kit = Power Buster

The Power Buster is your second special weapon, and it's much more powerful than the Splash Mines. It works like a rocket launcher but has a slow rate of fire. You can purchase upgrades that allow it to fire faster from Roll.



Cardon Gate



Cardon Gate is a dark and scary area with some of the game's toughest 'bots. You'll need to track down three keys to retrieve a Refractor, and be sure to check holes in the wall for hidden goodies.

Bridge a Gap



You'll encounter a number of blue bridges inside Cardon Gate. Unfortunately, they've all been left in the up position. Bring them down to earth with a quick shot from your Blaster Gun.

The First Key



You first key awaits you on a ledge near the entrance. Go straight to the far ledge, turn around and shoot a bridge. Cross the bridge and jump across the remaining gap. Once you fight off the evil 'bots, the yellow key will be yours.

The Second Key





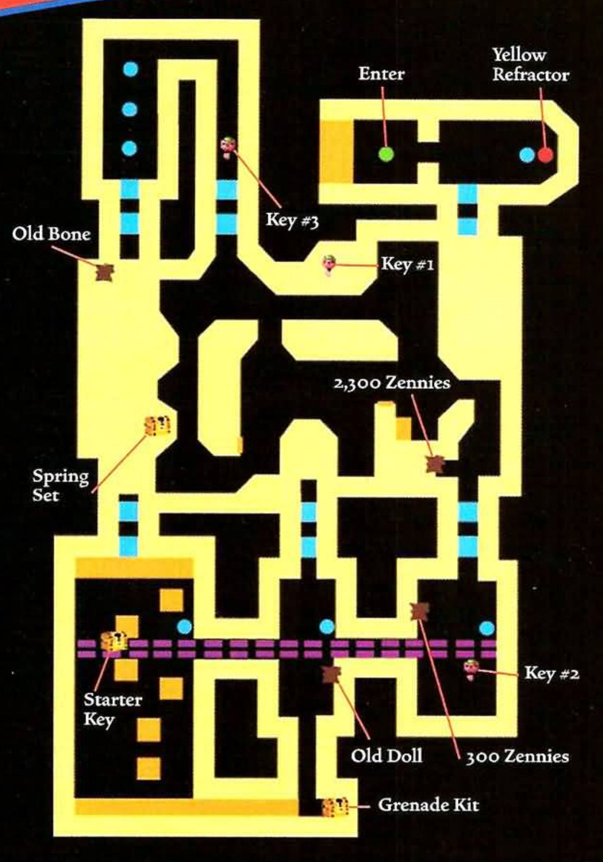
Find the conveyer belt and turn it on. Next, locate a chest surrounded by ice. Make your way to the chest and stand by it until the ice breaks, dropping it onto the belt. The conveyor will then take it to a giant crusher—make sure it's turned on, too.

The Third Key





The third key is protected by a powerful energy barrier. You'll need to step on three switches to drop the barrier, and if you don't move fast they'll reset. Weave through the switches for the best result.



Item Development

Spring Set = Jump Springs

If you track down the Spring Set, Roll will be able to construct a pair of Jump Springs. They allow Mega Man to leap twice as high as before and are great for reaching high places that you couldn't previously.

Broken Motor + Broken Propeller + Broken Cleaner = Vacuum Arm

Quite possibly the handiest attachment in the game, the Vacuum Arm won't damage enemies or open locked doors, but it will allow you to suck up Zennies from a distance. You'll find the parts inside garbage cans scattered throughout town—one in the Apple Market, one in Downtown and one in Uptown. Once you strap the Vacuum Arm on and try it out, you'll be amazed at how quickly the Zennies pile up!



Moving on Uptown

To reach the Uptown area, use Downtown's west door. Once in Uptown, you can aid a struggling artist, take a boat ride or participate in local TV station game shows. The games are shown below, and they're a quick and easy way to earn some serious Zenny. You'll also get the Mystic Orb and Zetsabre if you come in first in both events.

Beast Hunter

Who wants to be a dogcatcher? The object of Beast Hunter is simple if a bit unusual: Kick balls and stuffed animals at a robotic dog that's chasing around a harried shopkeeper. Don't bother with aligning Mega Man or trying to aim the balls. It's much easier to stand in the middle and kick them straight.

Flash Beagle



Occasionally, a flashing dog will scoot across the screen. If you can hit the glowing canine, you'll receive double your normal points. You must be quick, though, as the blinking dog is quite speedy.

A Kicking Frenzy



Every fifth ball is actually a stuffed puppy dog. If you connect with it, you'll receive bonus points, so get to the stuffed dogs quickly by constantly booting the balls—even when there's no one in your line of sight. Also note that hitting the running man will dock your points.

Balloon Fantasy

It's an odd name, but then again, it's an odd game show. Dropped into a room full of balloons, Mega Man will be forced to blast all the red ones in a given time limit. It's not so tough at first, but the last level can be pretty tricky. Keep trying, though, because you'll receive a fantastic prize once you win.

Feeling Blue



There are two kinds of balloons—red and blue. The blue balloons will actually take a second off your time if you pop them, so you'll need to avoid shooting them at all costs.

Ready, Aim...



Try to hit red balloons when they bunch together. You don't need much power, so replace all of your your attacking Buster Gun parts with a Rapid Fire attachment or two.

Roll's Ye Olde Fix-It Shoppe





Once you're rolling in the Zennies from your game show winnings, visit Roll and upgrade your Special Weapons. It's best to focus on one or two that you use often and work on beefing those up, rather than upgrading everything one step at a time.

The Junk Store



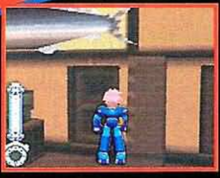
Also stop by the Junk Shop and see what bargains they have for you. There's a second Junk Shop on a hill in the Yass Plains—you can reach it once you have the Jump Springs equipped.

Water Wars

Once Cardon Gate has been conquered, head Uptown and go to the Boat Shop at the edge of the water. The owner has had some theft problems recently, and his last remaining boat is broken. Call Roll to fix the boat, then head for the high seas. Once there, you'll face a true pirate battle.

Sailing Away







The Boat Shop has had its merchandise stolen by a mysterious group of pirates. You'll have to deal with a gruff owner—who looks vaguely familiar—and some skeptical dockworkers before they'll let you near the remaining vessel.

The Right Tools



Roll needs the Refractor from the Cardon Gate to get the boat up and running. If she does, the boat's owner will give you the craft as a reward.

Blast the Torpedoes





You'll be attacked by a number of small subs as soon as you set sail. They'll launch powerful torpedoes at you, so you'll need to shoot those first. Once they are gone, turn your attention to the subs. The Sniper Unit is invaluable.

Full Speed Ahead





Just when it seems like you're home free, a nasty purple robot surfaces behind you. Don't try to damage it; just focus your fire on the missiles it launches in your direction.

The Big Boss Boat Battle







It seems that all the missing boats were used by Tron to construct her floating leviathan. Blow off its arms first, then aim for the center portion of its metal body. You'll want your Buster Gun's attack rating as high as possible and a Special Weapon with some punch, like the Grand Grenade.



The Lake Cave

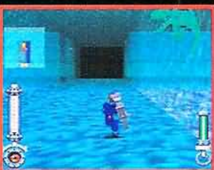
The cave at the far side of the lake is a twisting mass of tunnels and dead ends. Use the map to the right as your guide and go as slowly as you need to. There're a lot of stray Zennies and parts there, so keeping one eye peeled for holes will be essential.

Key It Up



Like at the Cardon Gate...you'll need to locate three keys before you can claim the Refractor. Be especially careful once you pass through the waterfall to the main room with the Joint Plug—if you fall off the blocks, you'll have to fight a number of nasty 'bots.

Run Like Crazy





You'll pass through two large passage-ways with water on either side. Don't try to fight the robots—just run straight through and save yourself a beating.

It's Quiet . . . Too Quiet

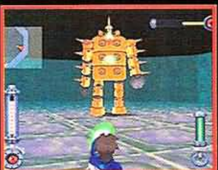




Once you secure all three keys, the crystal is yours. If you're low on energy, however, don't get it! There's a boss battle waiting for you, so run back to Roll and power up then return to face the boss.

Another Day, Another 'Bot





Equip the Laser and Sniper Unit, then attack by firing at the 'bot's head. You'll need to jump when it does to avoid an energy wave. Try to keep your distance and watch out for its diving attack.

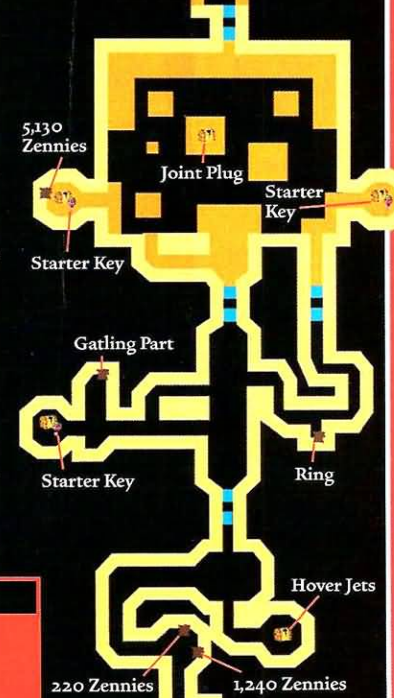
Item Development

Joint Plug = Adapter Plug

Once Roll converts the Joint Plug to an Adapter Plug, you'll be able to attach three upgrades at a time to your Buster Gun instead of the original two.

Rollerboard + Hoverboard = Jet Skates

Jet Skates allow you to move twice as fast as before. Once you have them, head back to the TV Station and talk to the man in the corner. He'll let you in to a secret game show.



The Sub Gate

Once you get the Flutter up and running you'll be able to go to the Sub Gate, which connects all caves on the island. You'll need to track down certain items, such as the Blunted Drill, before you can access everything.

It's a Secret





At the far end of the Sub Gate, north of the area where you find the Antique Bell, there's a room with a secret panel in the ceiling. Clear the room of pesky 'bots, then use the Grand Grenade to blow the panel open.

First Floor: Angry Baddies





The generator's control panel will operate the elevator, but you'll still need to track down three ID Cards before you'll be able to open the black gates on the island surface. Turn on the power, then start looking.

Three Little 'Bots





As soon as the elevator opens, you'll be attacked by three Reaverbots. Flee the elevator quickly or you'll be trapped inside and turned into robot fodder. Once you get in the open, use the Grand Grenade to give the 'bots what for.

Raise the Gates



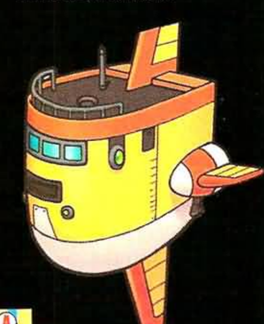


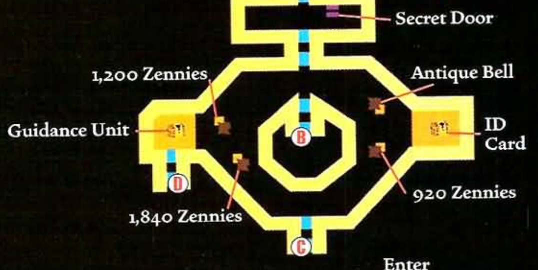
Once you track down the three ID Cards, return to the main control room near the entrance and turn on the panel. You'll open only the entrance to the Main Gate. Once inside the main gate, that generator opens the 3 on the surface in Uptown, Downtown and the Old City.

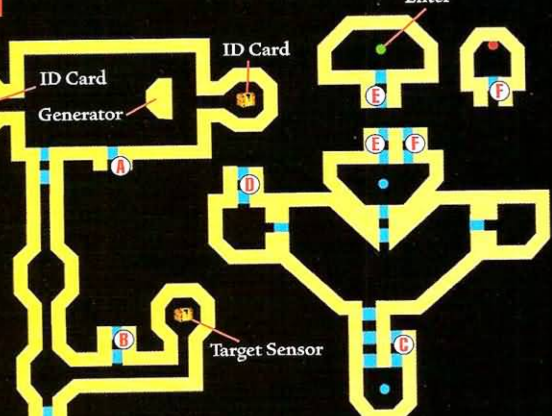
Fix a Flutter



Return the Red Refractor to Roll so she can repair the Flutter. Be sure to search the ship well, as you'll find the Bomb Schematic hidden somewhere within its walls.









Back to the Forest

Head for the forest, but watch for the Bonnes' full-out aerial assault. The jet-powered robots that fly at you aren't so tough, but Miss Tron has constructed a flying airship that would make even a B-52 bomber flee in terror. Set your Buster Gun for high energy and attack ratings.





Shoot the underside of the airship, then the wings, then the skull on the front. If you have the Grand Grenade, toss it on the wings. You can also take out the cannons on either side.



The Main Gate

You're almost there. Just enter the three black gates and grab the Sleeper, Dreamer and Watcher Keys—don't forget to activate the generator, or you'll never find them. Once you have located the wayward keys, descend into the Main Gate and prepare for your final battle.

Sleeper Key

The doors to the Sleeper Key room won't open until you destroy every enemy in the area. You must do the same to win the other keys, also.

Dreamer Key



Run behind the caterpillar 'bot and shoot the hatch when it opens. Ignore the enemies it drops unless they attack you, then grab the Dreamer Key.

Watcher Key





The Watcher Key is guarded by the Bonnes' final robot. Luckily for you, the black gate is invulnerable to attack. Simply hide behind it, then pop out and shoot the 'bot when its back is turned.

Generator
Enter
Shiny Red Stone
2,170 Zennies
Blunted Drill
Buster Unit
Autofire Barrel
FROM ENTRANCE

A Final Battle



You'll need really strong attacks and armor to have a shot at Mega Man Juno. Focus on finding special weapons like the Shining Laser. Be warned—he's really tough.

It Isn't Over Yet

Mega Man 64 is a truly massive game, with loads of special items to track down and side quests to complete. Consider our guide as bare-bones strategy for proceeding through the game and spend time exploring on your own. Who knows what secrets you might find?

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES, TRICKS, CHEATS AND PASSWORDS



A BEAR OF A CHEAT

One of the truly rewarding parts of playing a game is unlocking in-game cheats. After all, unless you work for something, you'll never learn to apprec.... ah, forget it. The drool-inducing cheats listed below are entered just like the game's unlockable cheats but require no Cheato Pages. If you're confused about where to enter them, head for the Jade Snake Temple near Wumba's Wigwam in the Mayahem Temple area. Open the door with a Grenade Egg or the foot of the Golden Goliath, head inside then start firing eggs at the large wall of letters. Once you've used the wall to enter as many cheats as you like, head to the small sign on the right-hand wall of the temple to toggle the cheats on and off. Note that the word CHEATO is actually part of each cheat.



OPEN SESAME

To open all the doors on the Isle of Hags, use the code CHEATO JIGGYWIGGYSPECIAL. Be careful with it—just because you've opened a door doesn't mean you'll be able to do much in that particular world. You'll still need to learn special moves from Jamjars if you want to get anywhere.



MORE HONEY, HONEY

To give Banjo a boost, try the code CHEATO KCABYENOH. That's "honeyback" backward, and it'll give you the same effect—slowly restoring lost Honeycombs as you run around the island.



EGGS AND FEATHERS

To gain infinite eggs and feathers, launch eggs at the code CHEATO NESTKING. Note that we've also included the codes for double egg and feather carrying capacity, in case infinite supplies seem excessive.



NO MORE VERTIGO

If you're tired of losing Honeycombs when you fall off high cliffs, make use of the code CHEATO FOORPLLAF. Once it's entered, you won't take damage when you plummet from lofty perches.



CHEAT	RESULT
CHEATO SUPERBANJO	MAKES BANJO FASTER
CHEATO SUPERBADDY	MAKES ENEMIES FASTER
CHEATO XOBEKUJ	UNLOCKS MUSIC TEST AT JOLLY ROGER'S JUKEBOX
CHEATO PLAYITAGAIN-SON	UNLOCKS ALL THE REPLAY MINIGAMES
CHEATO YGGIJTEG	MAKES SIGNS AT JIGGYWIGGY'S TEMPLE GIVE HINTS
CHEATO SGGE	DOUBLES EGG-CARRYING CAPACITY
CHEATO SREHTAEF	DOUBLES FEATHER-CARRYING CAPACITY

For more top secrets, infiltrate Nintendo's

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑


TRY THIS


WACKY


SENT BY READER


CHEAT SHEET



RACE FOR SUCCESS

There's been a lot of attention paid to the great racer Rush 2049 in Classified Info these past months, and rightfully so. But we haven't forgotten about the other racing games out there, and this month we're highlighting another Midway gem—World Driver Championship. The codes are all for Championship Mode, and you'll need to use the Control Pad when asked for a direction. Also, note that all of the codes are entered in the middle of a race, so unless you're really fast with the fingers, you'll need either a substantial lead or a replay credit available.

INSTANT REPLAY

World Driver Championship is a bit stingy with the replay credits, which limits the number of times you can retry a track. Since that can become frustrating if you're having trouble, enter the following code mid-race: Z, Right, Z, Right, Right, Start, Z, A, Right, Z, and then Start. You'll have to reenter it once you run out of credits.



BIRD'S-EYE VIEW

While it's always nice to view your auto from the driver's perspective, sometimes a harried racer needs to get away from it all. To view the proceedings from a sky-high camera, press Up, Up, Up, A, Left, A, A then A during a race.



BURN RUBBER

If you're tired of the same old black skid marks, press B, Left, Up, Down, Right, Right, Right then Down while you're zooming around the track. Your skid marks will become a brilliant shade of red.





CODE COP

BAD CODES CHAP MY HIDE

All right readers, just keep your hands where we can see 'em. This is the Code Cop, and we received a number of e-mails from confused gamers. Seems people have heard that you can get the Triforce in Ocarina of Time if you take out all the Golden Skulltullas, bomb every Gossip Stone or even just return to your residence and play the ocarina. Readers, it's simply not true. The Triforce is not in the game. Period. You can try as hard as you want, but it won't do any good. This has been the Code Cop, once again saving the day for gamers everywhere.



BAD CODE! NO DONUT. "Heeere, Triforce, Triforce, Triforce. Ah, shucks, this is useless!"



TRICKED-OUT CODES

This is a memo to all of the Tony Hawk Pro Skater fans out there, and we know there are a bunch. If you haven't yet checked out Dave Mirra's Freestyle BMX for the Game Boy Color, then you're really missing out. It's a great game with some awesome tricks, and now we've got the mother of all cheats to go along with it. If you want to unlock every level in the game, go to the password screen and enter in R6KZBS7L1CTQMH.



Remember, always wear a helmet and never try this at home, unless it's on your Game Boy Color.

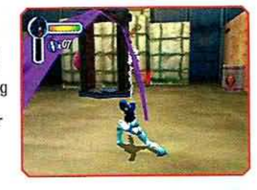
SPIDER-MAN®

SPIDEY SENSES... TINGLING!

They said we couldn't find any Spider-Man codes, they said it was impossible, but like Doc Ock, Classified Info keeps coming back for more. All of the cheats are entered at the Cheat Menu, which is accessed through the Special area of the Main Menu, and you can even use more than one at a time. Excelsior!

WRAP IT UP

Spider-Man, Spider-Man. Does whatever a spider can. And of course, number one on the list of things a spider can do is slinging webs. To give yourself unlimited webbing, make STICKYSTUF your code of choice.



MEET THE CAST

Input the code WHOSINTGM at the Cheat menu, then return to the game area called Character Viewer. You will have unlocked pictures and stats on everyone in the game, from the lowliest bank thug to Carnage himself.





NO PROJECTOR NEEDED

If you ever want to see Spidey's home movies, you'll have to ask him. But if you're looking for all the in-game slide presentations, try the code SMESTORY.



READ THE FUNNIES

To amass a collection that would make Stan Lee himself green with envy, punch in the code CLTTHMALL. You be able to look at all the collectible comics from the game.



I WANT IT ALL

Why mess around? Sure, you can enter cheats one at a time like a good gamer, or you can just get everything in one fell swoop. Use the password TRUBLEVR to open up every costume, all the levels and anything else a superhero might possibly need.



CHEAT	RESULT
TURTLE	MAKES SPIDEY INVULNERABLE
HELP ME	GIVES SPIDEY FULL HEALTH (NOTE THE SPACE)
COV VEIW	SHOWS ALL THE IN-GAME COMIC COVERS (NOTE THE SPACE AND MISSPELLING OF "VIEW")
LISTEN	OPENS A SOUND AND MUSIC TEST MENU

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD ➡ ⬅ ⬇ ⬆ TRY THIS WACKY SENT BY READER CHEAT SHEET





THESE ARE X-CITING

The codes just keep coming! A canny reader from Anchorage, Alaska, sent us some Excitebike codes that we overlooked. To our surprise, there wasn't a snow or ice code in the bunch, but they let you become transparent and take punishment like a pro. You'll have to open the Cheat Menu first, so head for the Main Menu and press L, right C, bottom C and A simultaneously. Once you do, a special password screen will open. Enter the codes there.



To become invincible from the assaults of others, enter MOWER at the password screen.

GHOST RIDERS ON THE TRACK

We've often been accused of being transparent, but not like this! To turn your rider into a ghost of his former self, type in XLURIDER at the password screen.




SOMETHING'S NOT RIGHT

Tired of boring old brown tracks? Well, you're in luck. There's an entire shipment of radioactive dirt just waiting for you. Make your password ROTCOLS for technicolor racing.



DE BUG? IT'S IN DE HIVE.

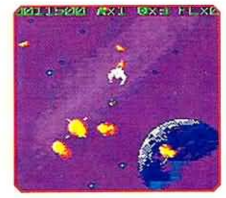
And finally try inputting IMGOINGNOW at the password screen. You'll see all manner of secret programmer info flash across the screen as you race.



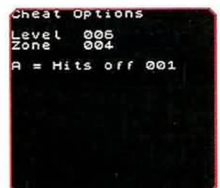

ASTEROIDS

ROCKY SPACE AHEAD

Even Asteroids is getting in on the Classified Info fun. Hook up with a new ship, or access the cheat menu with the following codes.



Make CHEATONX your password to unlock a cheat menu, then press Select during a game play to bring it up.

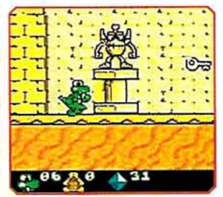


To unlock the powerful Excalibur ship, enter PROJECTX as your password.

CROC

YOU CHEATING CROC, YOU

And finally, we'll wrap up this month's dizzying selection with a scaly reptile. Croc is a nice little platformer for the Game Boy Color, and we've figured out how to give you access to every area and level. Enter PQHPBFDHJB at the password screen to unlock it all.



Some of the later levels are pretty tough. Don't say we didn't warn you.

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.

Pokémon® Stadium 2

Catch all of your favorite Gold and Silver Pokémon in 3-D in Pokémon Stadium 2, the ultimate Pokémon battling and learning experience.

Like its popular predecessor, Pokémon Stadium 2 features great Pokémon battles in supersweet 3-D. In your quest to battle 'em all, you'll take on dozens of Trainers in both the Stadium and Gym Leader Castle. You'll also battle your fellow classmates in the Pokémon Academy, where your knowledge of Pokémon is bolstered by lectures and tested by quizzes, too. You can use the Transfer Pak (not included) to play Pokémon Gold, Silver, Red, Blue or Yellow in the Game Boy Tower and to transfer your own creatures in for battles within the Stadium, Gym Leader Castle and Free Battles. If you have the right Pokémon in your Game Boy game, you can use your own creatures in the Minigames, too!

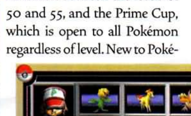




Stadium

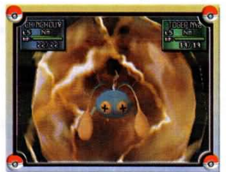
Battles make up the bulk of Pokémon Stadium 2, and there are many different types of battles in the game. Battles within the Stadium are set up in tournament form. The four tournaments have very different rules, and each will test your abilities as a Pokémon Trainer in its own way. Virtually unchanged from Pokémon Stadium are the Poké Cup, which is open to Pokémon between the levels of 50 and 55, and the Prime Cup, which is open to all Pokémon regardless of level. New to Pokémon Stadium 2 are the Little Cup, which is open to Level-5 Pokémon that can hatch from Eggs and evolve, and the Challenge Cup, in which you don't get to pick your team at all. The computer gives you a team for the Challenge Cup, and the challenge is being able to use unfamiliar Pokémon effectively in battle. All of the cups except the Little Cup contain four sub-tournaments with eight battles each for a total of 32 battles per cup. The Little Cup haseight battles only. You can use your own Pokémon or Rental Pokémon in all of the battles except the Challenge Cup, which randomly assigns you six Level-30 Pokémon that do not appear as Rentals elsewhere and are not your personal Pokémon, either. If none of your Pokémon faint during a match, you will be awarded with a continue. After you complete all the challenges in the Stadium and Gym Leader Castle, you'll get to do it all over again with tougher opponents in Round 2.

The four cups present quite a challenge to Pokémon Trainers. What works in one cup probably won't get you far in another.



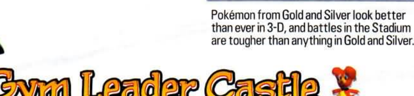


No matter which cup you're playing in, you'll always have a team of six Pokémon to choose from for each battle.



Pokémon from Gold and Silver look better than ever in 3-D, and battles in the Stadium are tougher than anything in Gold and Silver.





Gym Leader Castle

The Gym Leader Castle has far fewer battles than the Stadium—there are only 38 battles in all. Its matches are a bit different from the Stadium's as well. You can't earn any continues in the castle, even if you have a perfect round. The Trainers within each Gym are usually united by a liking for a particular type or particular types of Pokémon, which almost requires your team to be somewhat united by Pokémon type, too. You can use your own Pokémon inside Gym Leader Castle, and your opponent's Pokémon will all be at the same level as your highest-level Pokémon. Level-50 Rental Pokémon are also available for use inside the castle. Make sure all of your Pokémon are around the same level, or you might inadvertently put yourself at a severe disadvantage. After you choose your team, keeping in mind the type of Gym you're battling in and your Pokémon levels, take a good look around each of the Gyms you visit—each has a beautiful, unique look unlike anything you've seen in the Stadium or the first game.



The Gym Leader Castle is very large and intimidating, but with the right mix of Pokémon, you can take on any team.



The Gyms are very detailed—each Gym has its own distinct look, just as each Gym has its own Pokémon specialty.



The Trainers have plenty of personality and will talk to you as you battle. Sometimes, they'll even taunt you.

















Pokémon Lab

Professor Oak has a Pokémon Lab inside Pokémon Stadium 2 where you can examine the contents of your Gold, Silver, Red, Blue or Yellow game with the help of a Transfer Pak (sold separately). If you don't have a Transfer Pak or a Pokémon game of any color, there isn't much to do inside the lab. If you do have one of the games and the Transfer Pak, you can rearrange your items and Pokémon inside the lab far more easily than you can on your Game Boy. You can view a compete list of all the Pokémon and items you have on your Pokémon Game Pak first to help you decide what should go where. The lab allows you to trade Pokémon between several Game Paks, and it features a searchable Pokédex.

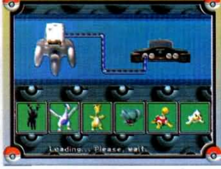
Arranging and rearranging the contents of your Pokémon Game Pak are quite easy in the Pokémon Lab. You can save items and Pokémon to the Pokémon Stadium 2 Game Pak as well.



You can search the Pokédex by type to see which Pokémon you have from each group, or you can view the Pokédex by Old Pokédex number, New Pokédex number or alphabetical order.



Game Boy Tower



You're treated to a screen featuring your party when you load the game all at once. It takes much longer than loading it little by little.

Game Boy Tower also takes advantage of both the Transfer Pak and a Pokémon Gold, Silver, Red, Blue or Yellow game. Select the Game Boy Tower to play your game on your television using the Pokémon game, the Transfer Pak and the Pokémon Stadium 2 Pak. The Game Boy Tower works with Pokémon games but not related games like Pokémon Puzzle Challenge or Pokémon Pinball. It is not the same as a Super Game Boy. It takes a bit of time for your game to "load" onto the Game Boy Tower, and because of that you can choose to load the game little by little or all at once.



A border appears around the action when you play your Pokémon game with the help of the Game Boy Tower.



Minigames

Twelve all-new Minigames are a welcome diversion from the battles going on elsewhere in Pokémon Stadium 2. Many Gold and Silver Pokémon are featured in the Minigames area, and if you have a Pokémon game of any color in the Transfer Pak, one of your own qualifying Pokémon will participate in the Minigame instead of the generic computer-assigned Pokémon. In addition to the Minigames, there is also a Pokémon Quiz you can take alone or with friends. Like all the Minigames, it can be played at Easy, Normal or Hard level—and Hard is extremely specific. When players tie in a Minigame, the winner is determined by a quiz question, so it pays to know your Pokémon stuff!



Cleffa and Igglybuff play a counting game that looks easy but can get very hard.



Scyther and Pinsir must cut the logs as accurately as possible.



Chansey catches eggs and dodges Voltorb in a fast-paced Minigame.





Mystery Gift



The girl from Goldenrod you'll Mystery Gift with is the same girl who told you all about Mystery Gift in Pokémon Gold and Silver.

The girl from the Goldenrod Department Store waits to trade Mystery Gifts with you every day. You can pick up items and decorate your room with the great stuff you get from Mystery Gifting. You need the Transfer Pak and Pokémon Gold or Silver to Mystery Gift with the girl. Select Mystery Gift from the opening menu, exchange gifts with the girl, then pick up your prize from Professor Oak in the Pokémon Lab and store it wherever you'd like.



Professor Oak will receive your Mystery Gift, and you can pick it up at the Pokémon Lab at your convenience. You can store your items at the lab, too.



My Room

My Room, near the bottom-left corner of the map, is a small house where you can check out what your room looks like in 3-D. The posters, beds, plants, carpets, game consoles and, especially, dolls are very detailed and add a personal touch to the game. You can move in very closely to change the decorations around without having to enter your Game Boy Pokémon game. To see your room, you need the Transfer Pak and a Gold or Silver Game Pak.



You can view everything in your room at once, and you can move the view from side to side to see everything a little better.



You can see the stitching on the Pokémon dolls sitting on the table when you get a closer view to change your decorations.



Pokémon Academy

Earl's Pokémon Academy has improved greatly in Pokémon Stadium 2. Visit the Library to study up on Pokémon Eggs, types, moves, weaknesses, strengths and more. It's the perfect resource for nearly all of your Pokémon questions. The Classroom has lessons, quizzes and battles to strengthen your Pokémon knowledge and put it to the test in battle. All Pokémon Trainers can benefit from the lessons and reference materials in the academy!



Study hard in the Classroom, take the quiz, then get ready to battle! There are three lesson levels to pass.



Look up everything you want to know about each Pokémon, from the moves it can learn to its weaknesses and strengths.



Detailed Pokémon lessons explain many concepts, including damage calculation in relation to Pokémon type and move type.







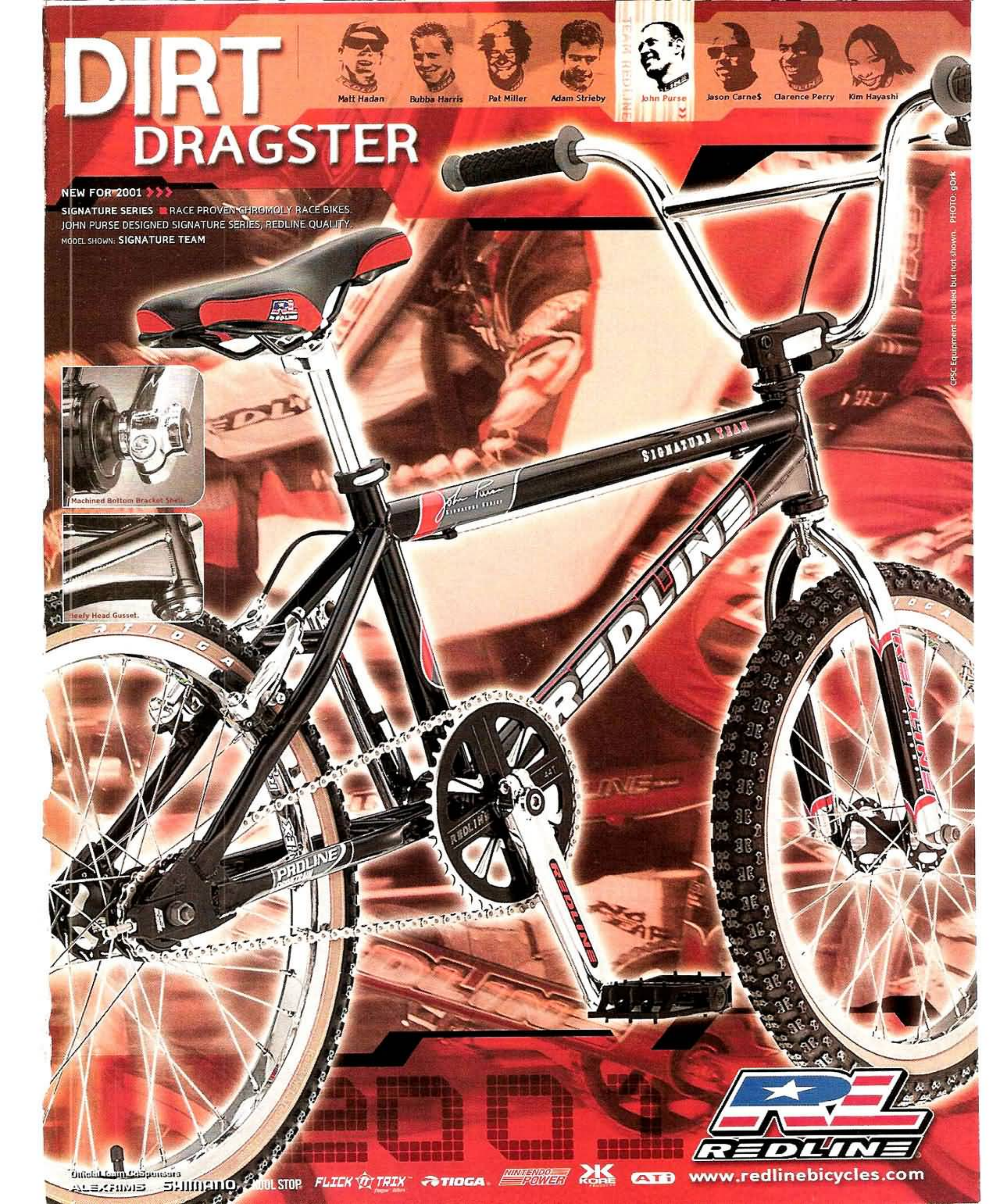
2 Good 2 Miss!

Pokémon Stadium 2's wide range of features should appeal to Pokémon Trainers of all levels—those new to Pokémon will appreciate the Pokémon lessons and quizzes and the silly fun of the Minigames, while the serious, experienced Trainers will dig the detailed Pokémon resources in the Library and the skill-testing Challenge Cup. Try to catch it when it appears in stores on March 26!


Pokémon®
STADIUM
2




NINTENDO
POWER



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DRAGSTER
Matt Hadan
Bubba Harris
Pat Miller
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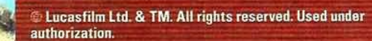














Animated violence.

LucasArts and Factor 5 have fired up a new collection of starships and speeders for a full-fledged follow-up to Rogue Squadron. The Episode I-inspired shooter puts Naboo's fate in your hands. Blast off on the N64 and start sending Battle Droids to the scrapyard.

DESTROY DESPOTIC DROIDS

While Queen Amidala continues her diplomatic mission to Coruscant, freedom fighters are mobilizing on Naboo to battle the Trade Federation. As Lieutenant Gavyn Sykes, you'll need to defend your home planet against an army of relentless Battle Droids. If you fail, you may never see your family again.



HANGAR FULL OF FIREPOWER

Several missions in Battle for Naboo allow you to trade in one craft for another during a battle. In most cases, an important objective requires the change, but you can use hangars also to ditch damaged vehicles for fresh ones after a lengthy battle. Your vehicles are usually limited to two or three choices.



FLASH SPEEDER

Primary Weapon: Blasters
Secondary Weapon: Missiles







It isn't very fast, powerful or flashy, but the Flash Speeder is an excellent craft for close combat on city streets or ground support. It won't take many hits, however.

HEAVY STAP

Primary Weapon: Blasters
Secondary Weapon: Missiles









The Heavy STAP is an armored version of the light speeder bikes favored by the Battle Droids—which is not to say that it's resilient. It's a good vehicle for chasing droids and AAT tanks.

POLICE CRUISER

Primary Weapon: Blasters
Secondary Weapon: Proton Torpedoes









Used as a trainer for aspiring N-1 pilots, the Police Cruiser is a good choice for light air support missions. Its weapons and shields are not as powerful as those found on the N-1.

NABOO N-1 STARFIGHTER

Primary Weapon: Blasters
Secondary Weapon: Proton Torpedoes









The N-1 is the Royal Security Force's premier starfighter, a nimble and powerful craft for both space and air support missions. If you're going up against droid starfighters, you'll want an N-1.

TRADE FEDERATION GUNBOAT

Primary Weapon: Blasters
Secondary Weapon: Projectiles









Explore Naboo's waterways at the helm of this beautiful new gunboat! You'll enjoy fun in the sun as you train your powerful twin blaster cannons at enemies on land, at sea and in the air.

FIGHTER OF THE FUTURE

NABOO BOMBER GIAN SPEEDER







Future missions will feature specialized combat vehicles, such as the Gian Speeder—a heavier, more powerful land speeder—and the Naboo Bomber, which is exactly what it sounds like.

GRAB SOME INSTANT R&D



Some levels contain bonus power-ups that will enhance your vehicles' features. You usually have to deviate from your mission objectives to find the bonus power-ups, but they're worth the effort.



ESCAPE FROM THEED



Trade Federation forces have overrun Naboo's capital city. Because there is no chance of defending the metropolis, Captain Kael has ordered all security forces to flee the city at once. Destroy any Trade Federation droids that get in your way.



1. RESCUE RUN



Battle Droids have Captain Kael pinned down in the heart of Theed. Use your scanner to find him, and destroy any droids you spot along the way.

2. RESCUE RUN, THE SEQUEL





Kael won't get far before he'll need your help again. Destroy the Destroyers, AATs and Battle Droids that are threatening him, then blast the AAT in an alcove for a technology bonus.

3. THEED CITY LIMITS







Use your radar to find your way to an open courtyard, then destroy the remaining Destroyers and AATs in your way. When you've finished, a cinema sequence will take you out of the city.

NEIMOIDIAN PLUNDER



As Battle Droids spread like a plague across Naboo, Captain Kael and his ragtag troops set off for the relative safety of the swamps. Follow Kael through the farmlands on your Heavy STAP, stopping when necessary to help out the peasants.



1. CAPTAIN KLUTZ



Kael will manage to get into trouble right off the bat. Stay close to him so you can fend off the STAP-mounted Battle Droids that patrol the area.

2. FARM AID





Respond to a distress call from a farmer under siege. When you arrive, you'll find a squad of Battle Droids laying waste to the buildings. Destroy them quickly, then eliminate incoming threats.

3. A BRIDGE NOT TOO FAR





Follow Kael down the road, protecting him as you go. You'll encounter heavy resistance from AATs and Droid Starfighters as you near a bridge and a hangar where you can switch ships.

4. DON'T HIT THE SIREN



Hop into a Police Cruiser then finish off the level without incident. You may need to pick off a couple of Droid Starfighters if they start harassing Kael's ship.



NABOO BAYOU

Traders in the Naboo swamplands may have valuable information for the alliance against the Trade Federation—if you can prevent Droid Starfighters and gunboats from silencing them. Use your Police Cruiser to cover the trading vessels until the coast is clear.



1. GUNNING FOR GUNBOATS





Trade Federation gunboats are tearing apart unarmed civilian boats down on the bayou. Take your Police Cruiser on strafing runs to sink the gunboats before they do any permanent damage.

2. DROID DOGFIGHT



Droid Starfighters will try to finish off the civilian boats unless you knock them out of the sky. Locate them on your scanner then get behind them.

3. KAEL CLEANUP

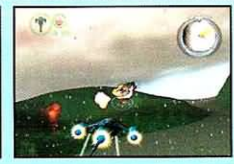




You left Kael alone for five seconds, and now he's got Droid Starfighters on his tail. Get as close as you can before you pick them off, then zip to the right to destroy a gunboat.

4. CLEAR THE SKIES





A trader is trapped in a building on the bayou and under fire by Droid Starfighters. Patrol the area around his island, destroying enemy starfighters until they stop coming.

SMUGGLER ALLIANCE

Move out of the swamps and into the mountains to search for a smuggler who can help you fight the Trade Federation. When you find him, he'll be the one who needs your help. You may get a nice reward if you lend a hand to some civilians along the way.



1. DOWN ON THE FARM







Wipe out a gaggle of Battle Droids harassing a farm family at blaster point. If you protect the speeder as it escapes, it will lead you to a bonus power-up. You'll need to wait a moment until the speeder leaves.

2. TANKS A LOT





AATs are taking chunks out of Borvo the Hutt's big transport ship with their blaster cannons. Move down a narrow canyon ledge, blasting AATs when they attack Borvo.

3. BULLIES ON THE BRIDGE





Blast through the AATs on the bridge to eliminate the threat to Borvo. Use up any missiles you have left—you can't take them with you to the next mission anyway.



HUTT'S RETREAT

Fly air support or ground support for Borvo the Hutt's transport ship as it heads for the N-1 manufacturing facility in the mountains. Blaster turrets, AATs and Droid Starfighters will try to blast the large vessel out of the sky.





BORVO THE HUTT

The mysterious gangster commands a large transport vessel and a small fleet of sleek starfighters. His motives are suspect.

1. A FORK IN THE ROAD



You'll start the mission in a Flash Speeder, and you'll have the option of switching to a Police Cruiser at a hangar just after the start. Your choice will determine the focus of your mission.

2. TRAILBLAZING





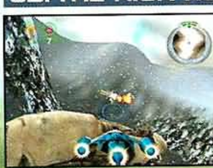
Regardless of the craft you choose, you must clear a path to the N-1 factory. A variety of Trade Federation enemies are waiting around every corner to ambush you.

3A. THE LOW ROAD



The Flash Speeder restricts your movement to the valley floor, but its mission is probably easier than that of the Police Cruiser. Take out anything in your path in a race to reach the factory.

3B. THE HIGH ROAD





The Police Cruiser must keep an eye on Borvo's slow-moving transport as it lumbers from one summit to another. Chase down and destroy any Droid Starfighters that intercept you along the way.

4. SWING SHIFT







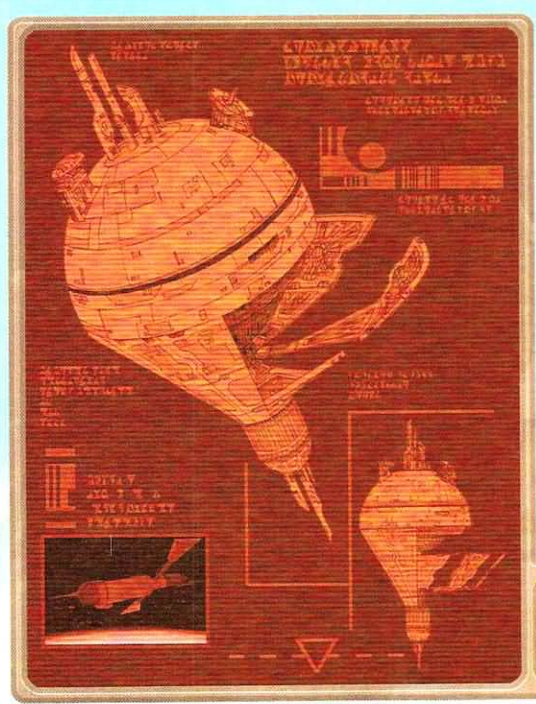
The factory is the mission's finish line for both vehicles. A merry-go-round of AATs will take pot shots at Borvo, so you'll have to wipe them out before the big ship goes down.



DISRUPTION OF COMM 4

Your squadron of N-1 Starfighters must destroy a communication satellite in orbit around Naboo before resistance forces can attack the Trade Federation base on the planet. Three smaller satellites control the force field around the base.





1. SHRED THE SHIELD





The Comm 4 satellite's impenetrable shield requires you to destroy three shield generators in the vicinity. Use your scanner to find the heavily defended generators. They may be above or below you.

2. CROSSFIRE CHAOS





Droid Starfighters and blaster-equipped mines can make your life difficult when you get to the shield generator. Take out a few mines when possible, then strafe the generator until it blows.

COMM 4 SATELLITE

The Comm 4 is the main communications conduit for the Trade Federation's droid forces at their base on Naboo.

3. ROUNDS TWO AND THREE







Destroy the other two shield generators in the same manner as the first one. The third generator is at a different altitude than the other two, so you may have to search for it.

4. TURRET TROUBLES







Don't worry about destroying the satellite itself. Instead, concentrate on the missile turrets on the satellite's base stem. Once you've eliminated them, your comrades will finish the job.



GLACIER GRAVE

With the satellite out of commission, the Trade Federation's base in the frozen north is vulnerable to attack. Hit them where it hurts by taking out their gun emplacements and air defense systems. You may be able to steal one of the federation's tough gunboats.



1. PLATFORM GAME





The platforms around the Trade Federation base are loaded with gun and missile turrets. Try to take out as many of them as you can before the droids detect your presence.

2. BLAST TO A BONUS





Take a detour into a cul-de-sac among the cliffs to snag another advanced technology bonus. Blast open the buildings to reveal the power-up, then hustle back to the mission.

A

finish

start



A 3. GRAND THEFT BOAT







A Trade Federation hangar contains a powerful gunboat that you'll use in the next two missions. A cinema sequence will put you in the gunboat once you safely reach the hangar.



THE ANDREVEA RIVER

Trade Federation is using Naboo citizens as slaves to further their nefarious plans for the planet. Use a stolen gunboat to liberate the Labor Camps along the Naboo River. The waterways are mined, so you should proceed downriver with caution.



1. MIND THE MINES





The Trade Federation has peppered the Naboo River with deadly, magnetic mines. Blast them from a safe distance before you attempt passage. You'll find turrets beyond the mines.

A 2. BROWN OUT





You can take out two white generator cubes with relative ease once you know where they are on either side of the shore. Your blasters have a longer range than the turrets.

B 3. GROUND CONTROL TO CAPTAIN KAEL







N-1 Starfighters are ready to tear up the labor camps, but several missile batteries on the ground are stopping them. Take out the white missile batteries while avoiding the gun turrets.



SANCTUARY



It's difficult enough protecting your own hide while you fly through the heavily patrolled caverns near the Northern Ruins, but your own safety is secondary to that of the rescued civilians. Fly cover for them as they run the gauntlet of Trade Federation forces.

1. SHIP TO SHORE





As guardian of the refuge ship convoy, you'll need to destroy the AATs on shore before the civilians can land at the hangar. Concentrate on getting the job done quickly.

A B 2. AIR IT OUT





Steer into the hangar then switch to the N-1. Immediately turn right out of the hangar then destroy the tunnel entrance. While the convoy prepares to move, save the speeders trapped in the city.

3. SECRET SERVICE FOR SPEEDERS







You should stay close to the speeders to protect them, but you should also chase marauding starfighters a safe distance to destroy them. Make a left turn to a bonus just before the end.



SEARCH FOR CAPTAIN KAEL

Captain Kael's ship has been shot down somewhere over the Northern Ruins. Set off in a Flash Speeder to rescue him, but don't ignore your duties along the way. Trade Federation droids are attacking a valuable mining facility. Defend it before you continue on.



A 1. ENEMY MINE





The mining facility is dotted with gun turrets and crawling with AATs. When you first arrive, concentrate on wiping out as many threats as possible. It will give you peace of mind later.

2. SAFE HOUSE



Use the shield regenerator to stay alive in the mining area's hostile conditions. Destroy the nearby turrets then sit in the regenerator until your shields are strengthened.

B

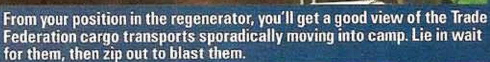
A

finish

start

3. CARGO CRUSHING





From your position in the regenerator, you'll get a good view of the Trade Federation cargo transports sporadically moving into camp. Lie in wait for them, then zip out to blast them.

B 4. GOOD RIDDANCE



You can continue your search for Captain Kael after you destroy the third cargo ship. The Captain didn't fair so well in your absence. Destroy the droid bombers to finish the mission.



BORVO THE HUTT

Though you never trusted Borvo the Hutt, the extent of his treachery is shocking. The vile gangster has murdered Captain Kael and enslaved your people. Hop in the cockpit of your N-1 to take revenge against the double-dealing monster.



finish

start



1. BORVO'S BAD GUYS



A squadron of Borvo's starfighters serves as an appetizer to the mission's main course. Destroy the turrets before you go after the fighters. Pick a target, chase it down then destroy it.

2. TREE PICKING





Before you go after the Hutt, do some exploring to the left of the indicated mission direction. You'll find a power-up among the trees that will improve your aim with torpedoes.

3. HUTT-WARMING PARTY







Let's hope you've saved all your Proton Torpedoes for the mission's big finale. Unload on Borvo's transport ship during a series of strafing runs, and don't dawdle—there are plenty of turrets in the area.

WHAT MORE DO YOU WANT? A MEDAL?

Any rookie can limp through the missions after enough practice, but it takes a skilled pilot to earn commendations from Queen Amidala. At the end of each mission you'll learn the performance requirements to get the next best medal, be it bronze, silver or gold. You can unlock three secret levels if you win the same medal in every mission—one level for each type of medal.





ROUT THE ROBOTS!

You'll have four more missions after you send Borvo the Hutt packing, culminating in a deadly showdown with the Trade Federation control ship in outer space. If you earn enough medals, you'll go head to head with the coolest character from the Phantom Menace: Jar Jar Binks. Just kidding—the real opponent owns a double-bladed light saber.









NINTENDO 64 PLAYER'S CHOICE



Five winning N64 titles have joined the Player's Choice series of hit games, each title available at the suggested retail price of $39.95. To celebrate the new additions to the series, the following review reveals special features for each game, giving you even more bang for your buck.



MATURE
M
CONTENT RATED BY ESRB

Mature 17+
Animated Violence
Animated Blood



Joanna Dark's debut challenges you to save the world from aliens and suits. The N64 Expansion Pak, sold separately, is required for most game modes.

FOR YOUR EYES ONLY

If you have the Perfect Dark game for Game Boy Color, you can unlock the four cheats described below by linking to the N64 game with an N64 Transfer Pak. You can also access those same cheats by completing certain solo missions.

Cloaking Device

The Cloaking Device makes you invisible to enemies. You can make it available by completing the G5 Building - Reconnaissance mission in 90 seconds or less. Once the cheat is unlocked, you can activate the Cloaking device from the Cheats menu.







All Guns in Solo Missions

Start the Solo Missions with every weapon in your inventory. You can unlock the cheat by completing the Skedar Ruins - Battle Shrine mission in five minutes and 31 seconds, or less, in Super Agent Mode.







R-Tracker/Weapon Caches

You can keep track of the relative location of enemies and weapons with a radar display in the upper-right corner of the screen by activating the R-Tracker. Complete the Skedar Ruins - Battle Shrine mission to make it available.







Hurricane Fists

The close range Hurricane Fists attack becomes available when you complete the dataDyne Central - Extraction mission in two minutes and three seconds.





More Secrets

Like most games from Rare, Perfect Dark contains a lot of cheats. You can enable the weapons from GoldenEye by winning all Golds on the firing range, and you can get the Super Shield by completing the Carrington Institute - Defense mission in one minute and 45 seconds.



EVERYONE
E
CONTENT RATED BY ESRB

The ultimate test of your Pokémon battling skills features full-color, 3-D graphics of the original Pokémon. You can transfer captured Pokémon from Pokémon Red, Blue or Yellow to the game.

CATCH 'EM ALL AND KEEP 'EM

For the most part, the Pokémon that you go into battle with in Pokémon Stadium are rentals or transfers (using the included N64 Transfer Pak) from Pokémon Red, Blue or Yellow. You can also earn or, in one case, alter Pokémon with some major accomplishments. Those accomplishments and their rewards are detailed on this page.

Prize Pokémon

After you beat the Elite Four and Your Rival in a Gym Leader Castle, go to the Pokémon Lab and look for a red Poké Ball in the top-right corner. It will contain a randomly selected Bulbasaur, Charmander, Eevee, Hitmonchan, Hitmonlee, Kabuto, Omanyte or Squirtle. You can transfer the prize to Pokémon Red, Blue or Yellow.





Amnesia Psyduck

With a lot of time and patience, you can earn a Psyduck that has learned the Amnesia ability. When you win a cup or beat the Elite Four and Your Rival with a team of Pokémon, those Pokémon are enshrined in the Victory Palace. If you manage to induct all 151 types of Pokémon into the Victory Palace, you will earn Amnesia Psyduck.





Surfing Pikachu

Transfer a team of Pokémon, including a Pikachu, to Pokémon Stadium, being sure not to register them. When you win the Round 2 Prime Cup Master Ball challenge with the Pikachu in each battle, it will be able to learn Surf.





Speed Pokémon

Speed up your Game Boy games in the GB Tower to double or quad speed with the Doduo or Dodrio Game Boy. You'll earn Doduo by completing the Master Ball in the Poké or Prime Cup. Dodrio will be yours if you beat the Master Ball in both of those cups.



HIGH SCORE SNAP SHOTS

Professor Oak grades each photo based on the size of the Pokémon in the shot, the Pokémon's pose and your photographic technique. He gives you bonus points if you have more than one of the same type of Pokémon in the photo or if the Pokémon are doing something of special note. The photos on this page are high-scoring examples.

Pikachu Surprise

After you coax a Scyther out of the grass with Pester Balls near the end of the Beach course, two Pikachu will pop out and perform backflips on stumps for 1,300 special points.



Balancing Pikachu

Near the beginning of the Tunnel course you can get a Pikachu to balance on an Electrode for 600 special points. After you take a few warm-up shots, the Pikachu will perform.



Floating Pikachu

In the Cave course, you'll see a Zubat carrying a Pikachu. Hit the Zubat with an item to make it release the Pikachu. The Pikachu will float with balloons for 1,600 special points.



Flying Pikachu

After you free the Pikachu from the Zubat, wake up an Articuno with the Poké Flute. The Articuno will pick up the Pikachu and give you a shot at 2,000 special points.



Jigglypuff Sings

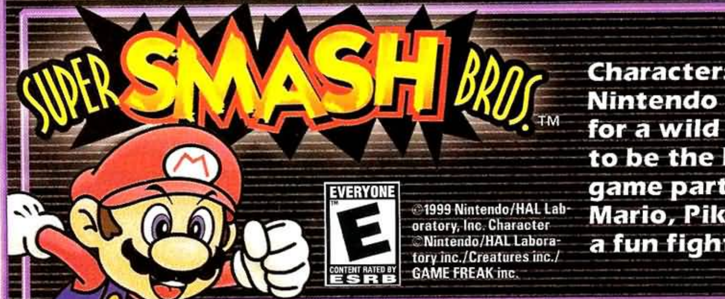
Koffing haunt the Cave course, causing Jigglypuff to remain under cover. For every Koffing that you hit with an item in the course, a Jigglypuff will celebrate with song in a place near the end. Free three Jigglypuff and take their picture for a total of 1,200 special points.



Posing Pokémon

The best way to earn special points is to get Pokémon to pose for you. Use your special items, like Pokémon Food, Pester Balls and the Poké Flute, and be persistent. In the Rainbow Cloud course, it'll take six hits to break the Mew from its two-layered shell.





Characters from your favorite Nintendo games get together for a wild brawl that is sure to be the hit of any video game party. Take control over Mario, Pikachu and others in a fun fight for up to four.

SUPER SMASH CHEATS

If you're in the know, you can make special events take place in the middle of Super Smash Bros. free-for-alls. None of the four cheats discussed on this page have a major effect on game play, but they are a lot of fun to see before your very eyes. Give them a try and impress your friends.

Fighter Stance Bonus

You can make your character adopt a fighter stance, or taunt, by pressing the L Button. If you shift into a fighter stance just before you clear the stage, your character will be frozen in that stance when the Stage Clear message appears, giving you 100 extra points.





By pressing the L Button when the battle is over, you'll take on a fighter stance and earn 100 extra points.

Un-Costume Kirby

Kirby often copies other characters, taking on their costumes and abilities. If you want Kirby to return to normal, press the L Button to have Kirby take on a fighting stance. That will cause the pink pufffball to take off the costume and return to classic Kirby looks and fighting moves.





When Kirby copies another character, you can return to classic Kirby by pressing the L Button and adopting a fighting stance.

Saffron City Secret

In the Pokémon-themed Saffron City stage, a creature periodically pokes out from a building, attacking characters that are close. If you are in control of Captain Falcon, you can hit the character with a Falcon Punch and make it pop out of the other side.





Captain Falcon's power-packed Falcon Punch will send the pop-out Pokémon reeling.

Mew Cameo

Poké Balls occasionally drop into the arena and release Pokémon. If you've unlocked all four special characters in the game, one of the randomly selected Pokémon will be a Mew. You can make Poké Balls appear more frequently in the Vs. Options screen.





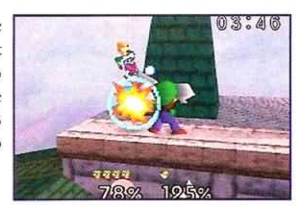
If you have unlocked all of the characters, a Mew may pop out of a Poké Ball.

LATE ARRIVALS

At first play, eight different characters make up the pool of available super smash brawlers. You can coax four more characters into the fighting roster by accomplishing tasks that are detailed on this page. Once the characters are available, they will remain available, even when you turn off the game and come back to it later.

Luigi

Mario's bro appears when you complete the Bonus 1 Practice with each of the initial eight characters. Luigi's fighting style is similar to Mario's, only a little faster. The Luigi Cyclone is a multipunch crowd pleaser. Press the B Button and Down on the Control Stick to wind him up and let him go.





Ness

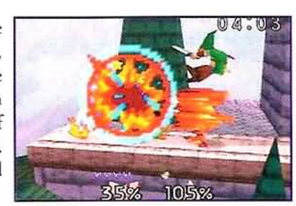
You can bring the star of Earthbound into the fray by completing the single-player game in Normal difficulty mode, using a stock of three lives and without continuing. Ness uses a baseball bat, a yo-yo and the power of his mind to take on his opponents. Press B and Down on the Control Stick to execute his PSI Magnet attack.

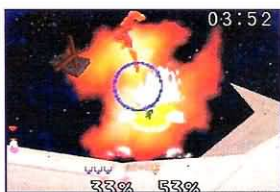




Captain Falcon

F-Zero racer Captain Falcon steps into the battle arena when you complete the game, on any difficulty, in 20 minutes or less. The 20 minutes include the time you spend in bonus rounds. The Falcon Dive is one of Captain Falcon's most devastating moves. Press the B Button and Up on the Control Stick to crush opponents.





Jigglypuff

Jigglypuff appears when you complete the single-player game in any difficulty mode. In addition to the usual contact fighting moves, Jigglypuff has a pair of attacks that induce sleep in your opponents. One of those attacks has the Jigglypuff fast asleep as well.





More Smash Hits

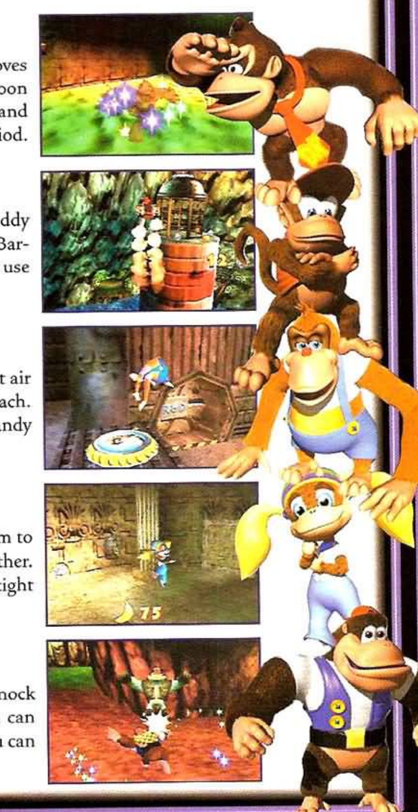
If you position Luigi close to a character and press the L Button, he'll smack the character for a weak hit while he takes his fighter stance. In team play, press the Start Button to steal an extra life from your partner once all of your lives are gone.



King K. Rool and his Kremlings are out to claim the DK Isles as their new home turf, but Donkey Kong and his pals are going to make sure that the reptilian raid fizzles fast. The N64 Expansion Pak is included with the game.

PRIMATE PACK

At the beginning of your adventure, you'll guide Donkey Kong through the DK Isles. As you progress, you will free the other members of the Kong family and you will be able to switch control to those Kongs at Tag Barrels.



Donkey Kong

The leader of the Kong family is a Kremling-crushing master. Among the moves that Donkey Kong can learn from Cranky Kong's concoctions are the Baboon Blast, a move that fires the ape from DK Pads to a Barrel Blast Challenge, and the Strong Kong, a move that makes Donkey Kong invincible for a short period.

Diddy Kong

The little ape with a big attitude is an athletic, tail-whipping wonder. Diddy Pads allow him to spring high into the air. When Diddy hops into a Diddy Barrel, he can fly with the Rocketbarrel Boost. While flying with Diddy, you can use the A Button to thrust upward and the Z Button to hover.

Lanky Kong

The long-armed monkey with a goofy grin and suspenders can fill with hot air from Lanky Pads and float up to areas that are otherwise impossible to reach. He can get a Grape Shooter from Funky Kong and a Trombone from Candy Kong, which enables his Trombone Tremor attack.

Tiny Kong

Tiny can whip her ponytails to fight off Kremlings. She can also twirl them to fly like a helicopter. At Tiny Pads, she can transport from one place to another. When she enters Tiny Barrels, she can shrink, allowing her to fit into tight spaces. Her weapon of choice is a Feather Bow.

Chunky Kong

The big, but gentle, Chunky Kong has massive muscles and the ability to knock almost any Kremling off its feet with the powerful Primate Punch. You can make him turn invisible for a short time when you find a Chunky Pad. You can also make him grow larger when you direct him to a Chunky Barrel.

FAIRY PHOTOGRAPHY

When you guide Tiny Kong onto Fairy Island, you can meet a fairy and receive the Fairy Cam. Use the Fairy Cam to photograph the 20 Banana Fairies that are scattered throughout the DK Isles. Each photographed fairy will refill all of your items. If you collect enough photos, you can enable special features in the Mystery Mode.

Keep Krusha

After you successfully photograph 15 Banana Fairies, you can select tough Kremling Krusha in Battle Mode. Krusha is as big as Chunky and every bit as powerful. His orange grenade launcher will definitely put him on the Battle Mode map.





Unlimited Items

If you manage to find and photograph both Banana Fairies in each level and the four fairies that freely roam the DK Isles, you'll earn an unlimited supply of collectible items including coins, ammunition, oranges, film, Crystal Coconuts and Music Energy.





PLAY THE CLASSICS

A pair of video game classics make appearances both in the adventure and as stand-alone games in the Mystery Menu that is accessible after you photograph six fairies. Certain accomplishments will make the games appear.

Donkey Kong

The original Donkey Kong game from 1981 appears in the Frantic Factory. If you beat the game twice, you'll get a Nintendo Coin and be able to play it from the Mystery Menu.







Jetpac

With 15 Banana Medals, you can visit Cranky for the chance to play one of Rare's first games. Score 5,000 points, then take the Rare Coin to play the game from the Mystery Menu.







Happy Ending

There is a very hard to get special ending for the game. To see the alternate ending, you must complete the game with 201 Bananas, 20 fairy photos, 10 Crowns and all of the medals. Only a very dedicated DK player will accomplish that feat.



CROWD PLEASERS

For incredible, lasting fun and value, you can't go wrong with any of the Nintendo 64 Player's Choice titles. Every Nintendo 64 fan is bound to find something to his or her liking in the series. Each game is packed with a load of fun features and tons of extras, including hidden cheats and more great secrets.



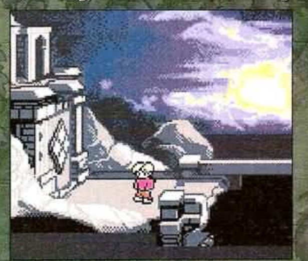
Meet the Developers

Recently, Nintendo Power had a chance to sit down with the minds behind the brand-new game company, Interactive Imagination. It was a unique chance to get inside the heads of a development team and learn exactly how much stress, sweat, tears and raw creative energy go into the creation of a video game. The team is led by former Nintendo employees Greg Richardson von Oy—who is the Executive Producer—and DigiPen graduate Patrick Meehan. Interactive Imagination also features top-notch designers from the biggest names in games—including Nintendo, Sega, Microsoft, Spark Interactive and Square Soft. They have been hard at work on a new gaming series called Magi-Nation, and the response has been overwhelming. A trading card game, Magi-Nation Duel, was released in October and is already showing up in tournament play around the country. The Game Boy Color RPG, known simply as Magi-Nation, should be released around March—and fortunate Nintendo Power readers can get a world-stopping sneak peek right now.

A Vast New World Full of Wonder...

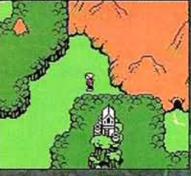
"We sat down with an initial concept and tried to make it as complete as we could. Then we went over it to figure out what works and what doesn't. The franchise, the concept behind Magi-Nation, is really based on the world itself."
—Patrick Meehan, Technical Director for Interactive Imagination

Careful attention has been paid to every element of Magi-Nation, and it shows throughout. A brilliant combination of RPG, strategy and creature-collecting elements with an unusually deep story line, the game opens with a teenager from Earth by the name of Tony Jones entering a cave on a dare. Once inside, he quickly becomes disoriented and falls down a shaft, only to emerge in the strange world of Magi-Nation. The universe is populated by Magi, powerful magicians who are able to summon forth strange and frightening Dream Creatures. But all is not well in Magi-Nation, and Tony's arrival sets off a number of terrible events—including illnesses that befall community leaders and dark Shadow Geysers that spew forth terrible monsters that roam the land. As Tony Jones, you will have to master the ways of the Magi, collect the fantastic Dream Creatures and defeat the evil Core Magi if you ever hope to return home.



Some of the graphic elements, especially backgrounds, are truly breathtaking. Check out the wonderful light textures on the sunset.








With 88 Dream Creatures, 46 items and 24 unique relics to track down, Magi-Nation will keep even experienced RPGers playing for a long time.

Limited Only by Your Magi-Nation

You'll wander through six realms in the Magi-Nation landscape, including the forests of Naroom, the deep waters of Orothe and an underground kingdom known only as The Underneath. You'll also soar through the air, brave rivers of lava and visit other places too secret to mention. You'll discover different Dream Creatures that correspond to each region, as well as relics and items that can't be located anywhere else. When asked how they created some of the more incredible Dream Creatures, lead concept artist Matt Holberg had this to say: "We broke it [the world] into six regions, and then we went through and took elements from each region that would either compromise creatures entirely—like the Arboll, which is simply leaves and wood—or we created other creatures like the Carillion, which is an elephant that's actually made of leaves and wood. [The result] is a world that seems alive at every turn."

> A big part of Magi-Nation is making a world with characters and places that feel real.
>
> —Patrick Meehan






Interactive Imagination hinted that it's already developed up to a dozen Magi-Nation realms, but the others are secret for now.



Combat and Dream Creatures

"We're just using one resource system. It's just one kind of energy—that's your hit points, magic points, all of it. So we had to take 88 creatures and make them all different and unique. We couldn't just take a creature and change its magic points around a little bit. That was a hurdle, but it paid off because it made the game so much simpler"
—Matt Holberg

"It turned out really elegant, too."
—Dylan Mayo, Continuity and Testing

Summoning the Dreamers

It was important for Magi-Nation to be accessible to all skill levels, so Interactive Imagination designed a battle system where you have only one resource—energy. Tony uses energy to summon Dream Creatures or even cast spells of his own, but once it's gone, Tony's time in Magi-Nation comes to a bad end. It makes for battles that are easy to wage yet require thoughtful strategy.



As Tony's experience level goes up, so does his supply of useable energy.

Dream Creatures also gain experience and can even hold relics or learn new attacks.



Battles are optional, unless you're trapped inside a Shadow Geyser.

An Intro to the Battle System

Once you defeat a Dream Creature, it will leave behind a small part of its essence, called Animite. If you collect enough of one creature's Animite, take it to a Ringmaster, who will use it to forge a ring. You can then use the ring to summon the creature in battle. The battle system is almost identical to the card game, and it contains a huge variety of attacks and magical spells.



Dream Creatures will appear as flashes of light. Simply touch one to begin.



You can summon up to four creatures at a time, as long as you have four different rings.



Each attack has its own cut-scene animation. There are over 200 such scenes.



Background animations will change based on your location, even in the battle screen.



Defeat the creature and take the Animite. No capturing system to bother with.



The game has a bunch of different endings, which you affect. There are lots of chances to take different paths.

—Greg Richardson von Oy

It's a Secret to Everyone

"[Sometimes] you'll see an area that looks really interesting, but you have no idea how to get there. But then, at a later point in the game, maybe several hours later, you'll receive an item and suddenly it becomes clear how to get there. That kind of exploration is what we tried to do in this game—drawing a little influence from what Zelda has done in the past."
—Josh Lytle, Level Designer and Tester



You'll find secrets everywhere in Magi-Nation, so exploration is a must.



Some abilities, like swimming and flying, have to be learned over time.



Even the Overworld map holds some hidden surprises, if you know where to look.

Meet the Locals

A cast of hundreds awaits you in Magi-Nation, and if you know the card game, you'll see some familiar faces. As Patrick Meehan said:
"I'd say [there are] about 20 main characters that people will be making e-mail names out of. A lot of the game is actually driven by the bad guys, because they're very proactive. They wreck towns and kidnap and do all this nasty stuff."





Like most mentors, Tony's guide lives by herself and is a little bit odd.



With such a large number of characters, you'll always be meeting new people.



Most NPCs (non-player characters) have strong personalities and are often quite funny.

The Relic System

"I thought the relic system was really cool, because it allows you to personalize your creatures. There's only one of each relic in the game ... so tracking those down can be as much fun as finding the Dream Creatures themselves." —Dylan Mayo
Dylan is the lead battle programmer, and many of the game's subtle touches come from his hand. As in many RPGs, most items for sale in shops generally restore status in one way or another, and relics will grant new skills or allow you to increase your power dramatically.



Tony 278
Spell 230:230
Rings
Items
Glyph +List

You can find identical relics in both the card and video games, but naturally they won't transfer between the two.





Some relics are in plain view, but you will need to search carefully to find them all.



Chests dot the landscape of Magi-Nation, and there's usually something interesting inside.

Speak of the Magis

Joining us for some specific questions were Greg Richardson von Oy, Patrick Meehan, Dylan "Exobyte" Mayo, Matt Holberg, Josh Lytle and John Winkler—who works with scene design and text.

NP: Which came first, the video game or the card game?
PM: Yes. (laughter) The franchise, the concept of Magi-Nation, was developed around the world. The design for the video game was the first thing we wanted to do. It just so happened . . . the card game came out first.

NP: What, in your minds, makes a video game fun to play?
GR: I think just getting really deep into it satisfies some emotional need or desire in a player. And so what makes it fun is something that's going to satisfy, whether it's solving puzzles or blowing something up or playing with things as fundamental as ice or magnets.
JL: I wanted to allow the player to interact with the environment but not make it difficult to interact. We impede their process in a way that makes it fun. In our game, there are two different modes of play. There's the creature collection kind of mode, where you go hunt for the creatures you want, and you can do that for hours. But at any time you can switch and start going through the story again, and that's a dynamic part of our game.
JW: We have a lot of humor, too. Because in a game with this much story, character is important.

NP: It's funny, by the way. There's humor in even the typical things you do in an RPG, like searching bookcases and turning over stones.
PM: A lot of that came at the end of production. Because I think if people go to the trouble to explore the world, they should get something for it—even if it's a corny joke.

NP: Is it tough to create a world from scratch?
PM: You know, you sit down and say "I'm making a world today!" Well, we have a room of 20 people who all want a world, so how do you organize that and bring it to fruition? Making the world wasn't tough once we knew how to go about making it.

NP: Have you thought about making a game for the Nintendo GameCube?
GR: [We're] intrigued by the GBA link to Nintendo GameCube. We've got the team and the wherewithal to pull that off—it's just a matter of time and money and whatever the consumers want.

> If players get into Magi-Nation, we're really going to support them by creating more games and listening to their opinions.
> –Patrick Meehan

10 TONY JONES
Universal Magi
ENERGIZE: 5
STARTING: Any one Creature card, Furok
Effect - Animite Affinity: Non-Universal Creatures Tony plays cost one less energy, to a minimum of one.
Power - Favors: 2 Put any one Relic from your hand into play
"I've never seen anything like this . . . you're not from around here, are you?"
-Eidon, Keeper
Illus. by Gillette/Vega/Sato
©2000 Interactive Imagination Corp. LIMITED

Magi-Nation Duel has a lot of interplay with its GBC cousin. The second edition of Magi-Nation Duel will even be updated to correspond more closely with the video game.

Pure RPG Heaven

While RPG afficionados are sure to love Magi-Nation, the game is so well designed that it should appeal to any number of gamers. The play control is tight, the graphics are stunning and the overall quest is both fun and rewarding. It has the collection fun of a Pokémon game, and a well-written and dramatic story. Appropriate for seasoned vets as well as beginners, Magi-Nation should be at the top of every GBC owner's wish list come March. With a GBA title already in the works and the possibility of sequels and prequels, it's no wonder that the good people at Interactive Imagination have such pride in their creation—because it's the type of game that can launch an entire series. Think of the Mana games. Think Dragon Warrior. Then think Magi-Nation.





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Pokécenter

The Final Countdown

Our Pokémon Gold and Silver special coverage ends this month with the last set of names of Pokémon you can catch or raise in Gold and Silver. From their similar looks, it's not surprising that Larvitar becomes Pupitar, which in turn evolves into Tyranitar, a big, bad Rock-and-Dark-type creature. Slugma and Magcargo share a lineage, too. You can probably guess which Pokémon uses Up-Grade to become Porygon2, but it's not as obvious that Octillery evolves from Remoraid. Unlike the others, Misdreavus is a solitary Pokémon. It has no evolutions, and it's the only pure Ghost-type Pokémon.

Larvitar

Magcargo

Porygon2

Octillery

Pupitar

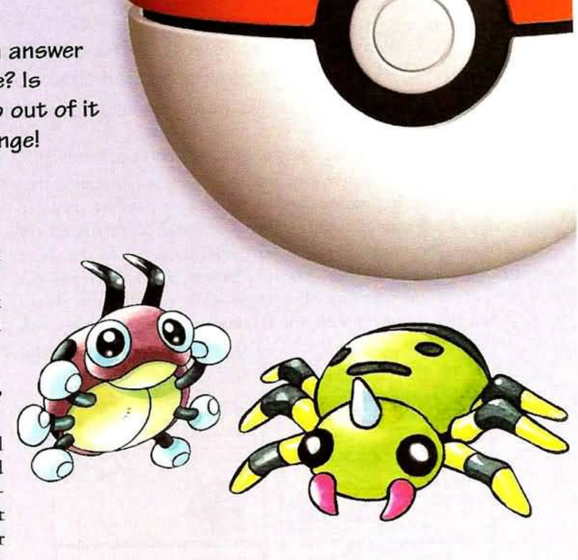
Tyranitar

Misdreavus

Slugma

pokemon.com

Pokéchat



Hey you, Pokéfan! The Pokécenter is your Pokémon answer service. Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Where can I find Dig in Gold and Silver? It's supposed to be in the National Park, but I don't see a gap in the fence!

A: The gap is pretty well hidden. Go to the upper right of the park and look for the kid standing near a small section of the wall. Look to the kid's right—the gap is right next to him. Walk through the gap, then left, then straight down. Dig is nestled between some trees.

Q: I am in Blackthorn City, but I can't find Waterfall! Where is it?

A: Waterfall is lying out in the open in the Ice Path you had to travel through to get to Blackthorn. The Ice Path's slippery floor and boulder-pushing puzzles are tough, and you probably missed Waterfall while you were trying to make it through the cave. The easiest way to pick up Waterfall is to fly back to Mahogany Town, bike over to Route 44, then reenter the Ice Path. After you pass the first slippery floor, walk to the right past the steps to the smaller slippery floor. Waterfall is to the right of the small slippery floor.

Q: When does Onix evolve? How about Scyther? I've been training them for a long time!

A: They don't evolve by level; they evolve when you have them hold Metal Coat then trade them to another Game Pak over the Game Link Cable. Onix will become Steelix, and Scyther will become Scizor.

Q: Is it possible to get more than one King's Rock or Metal Coat?

A: It is possible to get more than one King's Rock or Metal Coat. Wild Poliwhirl, Slowbro and Slowpoke might be carrying a King's Rock in Gold and Silver. Wild Magnemite might have Metal Coat in Gold and Silver. You can try catching a number of the Pokémon until you catch one that's holding the item you're looking for, or you can try using Thief when you're battling the Pokémon. You can pick up one Metal Coat from the old man on the S.S. Aqua ride to Kanto, and you can pick up one King's Rock from the researcher in the Slowpoke Well.

Q: How do you get past the trees that you can't cut and the boulders you can't move?

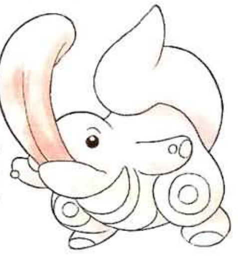
A: Generally speaking, you can't get past those obstacles, unless there is another way in. Some areas are unreachable.

Q: How do I get the map card of Kanto?

A: You don't have to get another map card. When you bring up the map in Kanto, you will see the map of Kanto. Bring up the map in Johto—you will see Johto. The Pokédex's map also shows both areas.

Q: Is there grass on Route 44? Lickitung is supposed to be there!

A: Yes, there is grass there, and yes, Lickitung is there, too. Route 44 is very short and there doesn't appear to be grass, but if you Surf through one of the pools of water in the middle of the route, you will end up in a small patch of grass where you can find Lickitung and a Max Revive.



Pokémon University

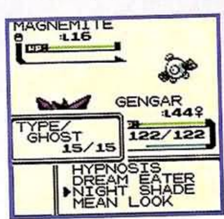
Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

ELM

OAK

Is there an easy way to catch Pokémon?

When you put together your catching team, use Pokémon that have attacks that put opponents to sleep or paralyze them, so that you can carefully chip away their HP without taking a lot of damage. New attacks, like Mean Look, Spider Web and False Swipe are very helpful—Mean Look and Spider Web prevent the opponent from running away, while False Swipe always leaves the opponent with one HP, making it very weak but still able to be caught. Use the best Poké Balls you can afford, and have Kurt whip up a few of his special balls. Good Luck!



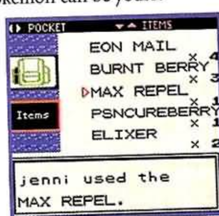
Gengar can use Mean Look and Hypnosis!



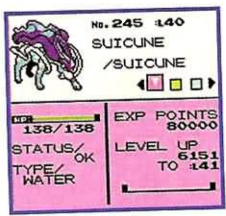
False Swipe is a good attack to use when catching Pokémon.

How can I find Suicune, Raikou and Entei?

There is no one place to find the mysterious creatures that run from the Burned Tower when you get too close. Try using Max or Super Repel in a grassy area that has low-level Pokémon in it, then run around the grass—if any Pokémon attack you while the Repels are still working, it will be one of the three. You can try using one of Kurt's Fast Balls on the Pokémon, but it will still probably take a few tries before you catch all three. If you manage to get a few hits in on one of the creatures before it flees, it won't heal the damage, so you can begin where you left off when you encounter it again. With a lot of patience, the three bizarre Pokémon can be yours!



Use Max Repel in a grassy area inhabited by low-level creatures.



Suicune can be caught with a little patience and a bit of luck.

Why won't Bulbasaur make a good dinner?

In Hey You, Pikachu!, Bulbasaur tells you everything it needs to make a good dinner, except that you need to give it four ingredients for dinner, not three. If you want the meal that Bulbasaur is planning, remember the ingredients that it tells you and be sure to send one of each to Bulbasaur. If you double up on one of the ingredients on the list, you should be just fine. You can also improvise something for the fourth ingredient, but it might not work out—try reading each vegetable's description for clues about whether or not it would make a good match for the rest of the dinner.



Bulbasaur gives you an almost-complete list of ingredients.



Pikachu can help Bulbasaur make a delicious meal.

What's the fastest route between Johto and Kanto?

That depends on where in Kanto you are and how far you've gone in the game. The easiest way to travel between the two is to use the train. After you talk to Copycat on the top floor of her house in Saffron City, go back to the Pokémon Fan Club in Vermilion City to get the Clefairy Doll from the boy in the club. Take it back to Copycat. She will give you the Pass, which allows you to take the train to and from Johto whenever you like! A shortcut you can use after you've reached Silver Cave exploits the fact that Silver Cave is actually in Johto. Fly to Viridian City, then bike over to the Pokémon League Reception Gate and through to Route 28. Speed through about half of Route 28. When you're near the Pokémon Center, you can fly to anywhere in Johto.



The train is an efficient way to travel to and from Kanto.

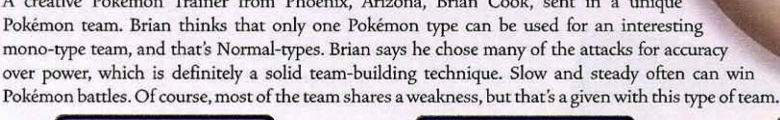


Silver Cave is in Johto, but you'll approach it from Kanto.

Colosseum

Pokémon

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.



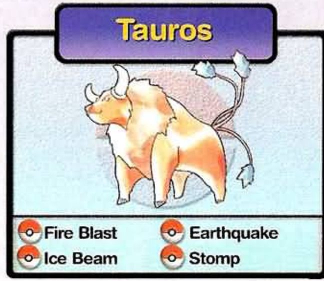
A creative Pokémon Trainer from Phoenix, Arizona, Brian Cook, sent in a unique Pokémon team. Brian thinks that only one Pokémon type can be used for an interesting mono-type team, and that's Normal-types. Brian says he chose many of the attacks for accuracy over power, which is definitely a solid team-building technique. Slow and steady often can win Pokémon battles. Of course, most of the team shares a weakness, but that's a given with this type of team.

Persian



- Thunderbolt
- Slash
- Bubblebeam
- Hyper Beam

Tauros



- Fire Blast
- Earthquake
- Ice Beam
- Stomp

Kangaskhan



- Dizzy Punch
- Submission
- Rock Slide
- Surf

Chansey





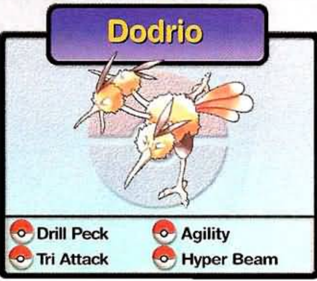
- Psychic
- Softboiled
- Rest
- Bide

Clefable



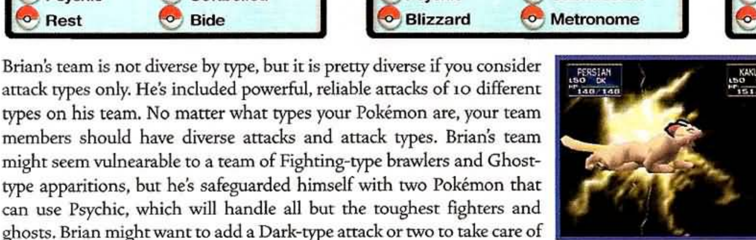
- Psychic
- Submission
- Blizzard
- Metronome

Dodrio



- Drill Peck
- Agility
- Tri Attack
- Hyper Beam

Brian's team is not diverse by type, but it is pretty diverse if you consider attack types only. He's included powerful, reliable attacks of 10 different types on his team. No matter what types your Pokémon are, your team members should have diverse attacks and attack types. Brian's team might seem vulnearable to a team of Fighting-type brawlers and Ghost-type apparitions, but he's safeguarded himself with two Pokémon that can use Psychic, which will handle all but the toughest fighters and ghosts. Brian might want to add a Dark-type attack or two to take care of a diversely appointed Misdreavus (or a pesky gang of Psychics, for that matter) if he decides to use his team in Gold and Silver or the upcoming Pokémon Stadium 2. The two Submissions of Brian's team will help when battling other Normal-type Pokémon. Brian's Dodrio is the only member of the team to have another type. The Flying-type addition makes it susceptible to Electric-type attacks, but it's an acceptable exchange for also making the Pokémon stronger against the Fighting-type that is the Normal-type's greatest enemy.



Brian liked a Persian in Stadium so much, he trained one to be just like it. Persian is very, very fast, which allows it to attack first much of the time. Thunderbolt is a solid Electric-type attack that has very good base attack power and near-perfect accuracy.

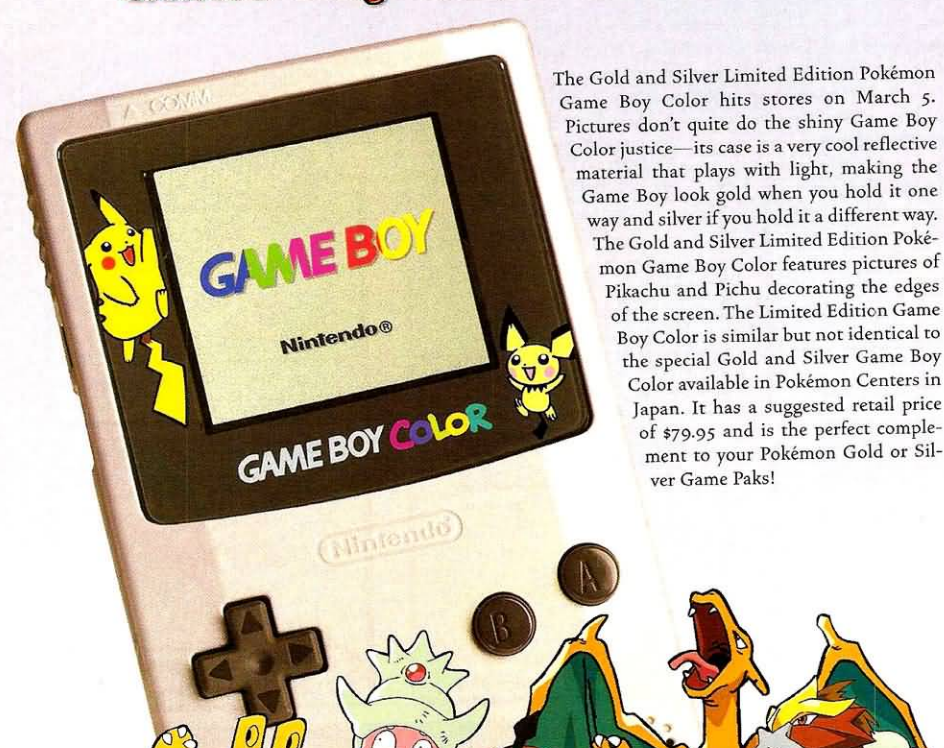


Chansey's Softboiled seems like a natural for the egg-pouched Pokémon. It restores half of Chansey's HP—and Chansey has a lot of HP. Brian has Rest on his Chansey, too, which seems a little odd, even if the two restore HP differently.

Hot off the Press

Check Hot off the Press to find out what's new in the world of Pokémon every month. Learn about the latest and upcoming Pokémon games, cards, TV shows, movies, toys, tours, events and more right here!

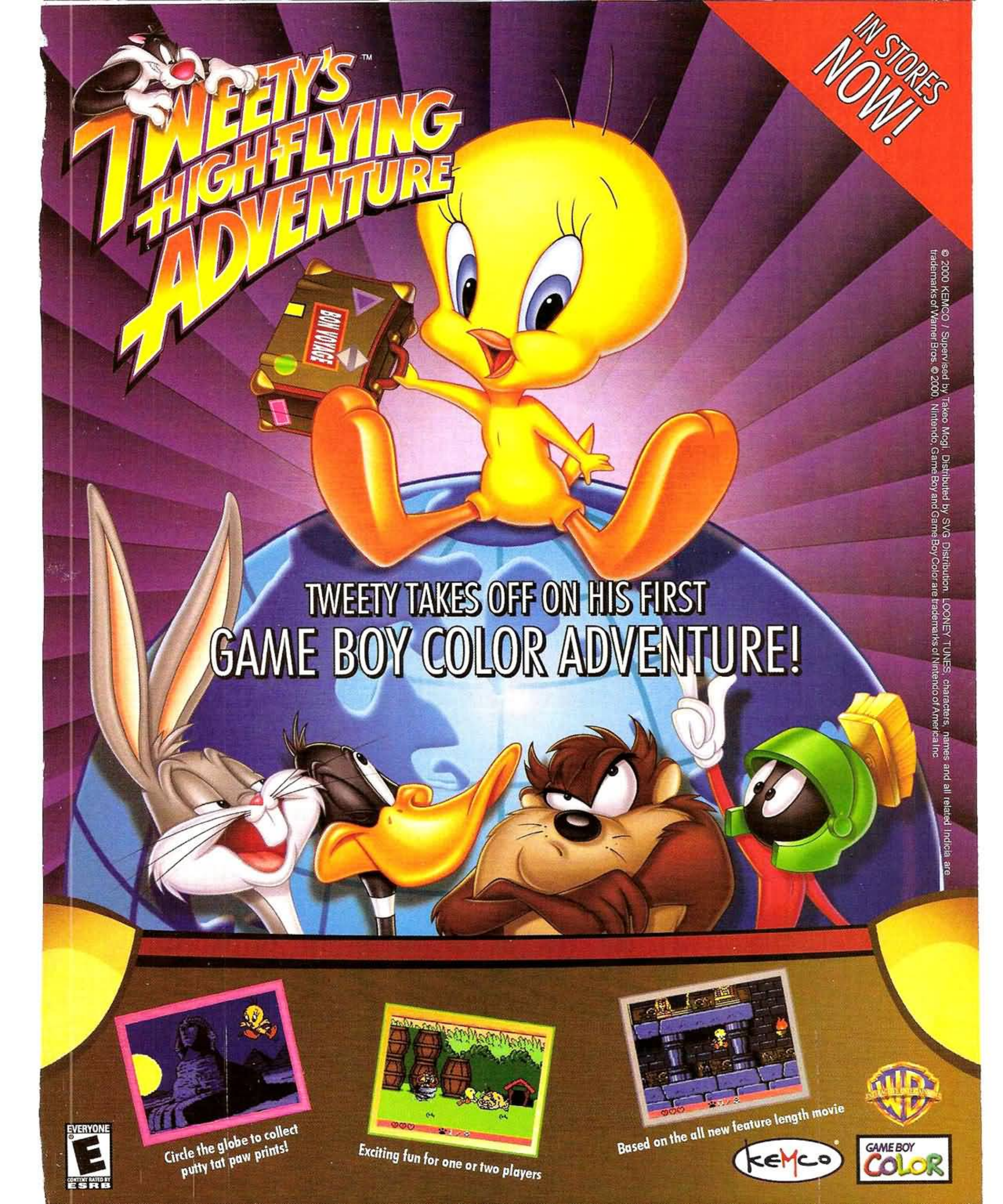
Game Boy Goes Gold–and Silver!



The Gold and Silver Limited Edition Pokémon Game Boy Color hits stores on March 5. Pictures don't quite do the shiny Game Boy Color justice—its case is a very cool reflective material that plays with light, making the Game Boy look gold when you hold it one way and silver if you hold it a different way. The Gold and Silver Limited Edition Pokémon Game Boy Color features pictures of Pikachu and Pichu decorating the edges of the screen. The Limited Edition Game Boy Color is similar but not identical to the special Gold and Silver Game Boy Color available in Pokémon Centers in Japan. It has a suggested retail price of $79.95 and is the perfect complement to your Pokémon Gold or Silver Game Paks!

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and art to:
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The Dragonlands beckon to adventurers and would-be rulers. If you have the courage and wisdom of a true hero, seek your destiny in 3DO's Heroes of Might and Magic II for Game Boy Color. Glory awaits!

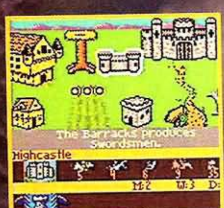
HEROES II OF MIGHT AND MAGIC®

Heroes Wanted

Although you can't trade a kingdom for a horse in Heroes of Might and Magic II from 3DO and Know Wonder, you can use your horse to create a kingdom. Strategy fans will discover marvelous countries filled with mythical beasts, mysterious people, monumental structures and magical artifacts. The expanded sequel includes a new Campaign Mode with seven missions and 24 action-packed missions in the Scenario Mode. Everything a would-be hero could want is in the following review.









Building Heroes

Heroes don't begin life as great warriors and rulers. They grow from humble beginnings. Expanding upon the potential they have as Knights, Warlocks, Clerics, Beastmasters and other types of folk, heroes must gain experience in battle, wisely build armies and explore the unknown. The following basic tips will guide your initial steps for building a hero worthy of your efforts.

Explore the Unknown





Distant lands are concealed beneath a cloak of stars until you draw nigh. In every mission, you will venture boldly into the unknown, searching for enemies, resources and treasure.

Recruit an Army





Heroes don't stand alone. You'll want to bring a powerful army of soldiers and beasts into battle. Recruit new troops in your castle and place them in the command of a hero.





Conquer Thy Enemies

While out questing, you'll encounter hostile forces. Heroes lead some armies while others armies are unaffiliated. Use the cursor and B Button to measure the strength of foes before challenging them to battle.

Explore the Unknown

Your kingdom will be built with rock, wood and gold as much as with the valor of your heroes in battle. You must collect seven elements from mines, mills or the wilderness and use the resources to construct training centers, castles and ships. A lack of materials can mean defeat. Explore near and far to bring home the goods.



Wood



Mercury



Ore



Sulfur



Crystal



Gems

Gold



The Stockpile

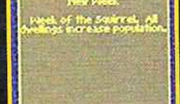
You'll need a lot of resources to build all the infrastructure required to raise powerful armies. It's best to spend your resources developing one castle as much as you can before building up secondary towns and castles.

Basic Training

The following two pages cover basic strategies for building armies and winning scenarios and campaigns. The table below shows a few of the units available and what it takes to build their training facilities. The first steps in any game are to gather nearby resources and build training facilities and the statue, which gives you an income bonus. After that, build the Mage Guild for learning spells and the tavern for recruiting new heroes.

Crystal | Gems | Gold | Mercury | Sulfur | Wood | Ore | Mines | Enemies | GR Growth Rate

Facility - Unit	Crystal	Wood	Ore	Mercury	Sulfur	Gold	GR
Hut - Gnolls		10				400	8
Den - Lizardman		2				1,000	12
Pit - Basilisks		5	5			2,000	3
Glade - Unicorns	20		5			3,500	4
Mage Guild - Spells		5	5			2,000	
Shipyard - Build Ship		20					
Hive - Serpent Flies		5		2	2	1,000	3
Statue - Income	20		5			3,500	
Cottage - Dwarves	20		5			3,500	10
Tavern - Recruits		5				500	
Meadows - Pegasi		20				2,000	14
Arches - Dendroids	20		5			3,500	5
Stables - Centaurs		10	5			1,000	16
Homstead - Elves		5	5			200	9
Cliff Nest - Rocs		5	5			1,000	5
Cave - Cyclopes	20		20			3,500	7



Weekly Planner

Your training centers generate new units once a week after the seventh day. The first day of the week is the time to build new units, and you should build the maximum number.

Material Resources




Resources may be abundant or rare, but they're always needed to build new facilities such as the Gorgon Paddock. Change the Initial Settings if you want to earn a higher score.

Training Centers





You won't be able to build some training centers until you've built other types of centers. Build only the centers you require to produce the units you want. Spend the saved resources on other castles.

Recruiting an Army




You can mix units from two types of towns, and you'll pay a penalty for mixing three types. A well-balanced army will contain several flying, archery and ground units.

On the Battlefield





The type of units, their numbers and the strength of the hero determine unit strength. The HP of all surviving units will be restored after a battle.

Morale Boost




You'll earn morale from battlefield successes and statues. High morale will give you a better chance to get multiple hits during an engagement. Build your morale skill quickly.

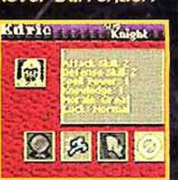
Skill Upgrades





Early in the game, the most valuable skill upgrades are the offense, armor, archery and morale skills. Magic-based skills and Pathfinding won't make as much of a difference until later in the game, so work on them last if you have the chance.

Never Surrender!



Always save your game before battle, and gauge the strength of enemies before engaging them. You should never surrender or flee. If you do, you'll lose valuable units and heroes.

Spellbinding Magic

You'll use magic in battles for offense and defense and in the Overworld to see the unknown. By increasing your knowledge of Mysticism and Wisdom, you will increase your level of magic and the number of spell points you can cast. Although useful, magic will seldom decide a battle.

The Book of Spells





Spells are kept in a spell book that's available at Mage Guilds for 500 pieces of gold. Every hero should have one. When your heroes enter a town's Guild, they will learn the spells that are within their levels of knowledge.

Scenario: Thermal Vents

The scenario called Thermal Vents is of medium difficulty. Players begin by customizing the scenario—choosing the richness of their resources and the intelligence of their enemies. When the action starts, you'll be one of four rulers competing for resources in a mountainous region with several islands. Your goal will be to wipe out the CPU players by any means possible.



Lumber Mill
Once you've captured the Lumber Mill, it will produce two units of wood each turn.

Wreckage
If you sail out to the wreckage of ancient ships, you might discover some valuable treasure.

Tower
When you reach a Tower, you'll automatically gain a wider view of the world map.

Rogue's Camp
The Rogues will join your army—for a price. You can recruit more Rogues after a few turns.

Well
Replenish expended Spell Points by visiting a well. Move the Hero Icon to the well and drink up.

Shrine
Each shrine contains just one spell, and each hero must visit the shrine to learn the magic.

Obelisk Obsession

Nine stately obelisks are scattered around the volcanic countryside. Each monument contains a piece of a secret map that will lead you to a powerful artifact. Once you've gathered all the pieces, seek out the actual location and dig for the artifact.

Archers in the Wild





Archers and some other troops such as Lizardmen can attack from a safe distance. Unaffiliated Archers won't pose much threat. Heroes with high archery skill levels are another story.

Castles and Towns



Enemy Castles

The extra defenses of a castle will take their toll on a besieging army. If you defeat the enemy forces, you'll win the castle with all of its facilities intact.





Towns

Some towns are undefended by castle walls. You may have to build the infrastructure from the ground up to make it a productive garrison. If you build a castle, it will increase population as well as defense.

Trouble in the Land

Rough Terrain





Rough terrain such as the lava fields surrounding the volcanoes will slow down your heroes so they can't travel as far per turn. Difficult terrain has no effect on combat.

Battle for Resources





The three CPU rulers will try to secure as many mines, mills and other resources as possible. You'll have to beat them to the goods. Strengthen your new heroes by battling the weak, unaffiliated armies near your home castle. Bypass enemy castles at first and take enemy-controlled mines and mills.

Ship to Shore



Once you've built ships, you'll travel much farther with every turn. Use ships to transport your armies quickly and discover new territories and islands.

Witch's Hut



Witches teach heroes new skills such as Pathfinding and Archery. When a hero's level is raised, you'll have the choice of increasing one of two skills. Try to achieve the highest level of knowledge in every skill.

Archery	Increases the damage done by the hero's range strike units. Basic: +10% damage, Advanced: +20% damage, Expert: +50% damage
Armorer	Reduces the amount of damage received by the hero's troops in combat. Basic: -10% damage, Advanced: -25% damage, Expert: -50% damage
Ballistics	In a siege, the hero's number of catapult shots, damage and accuracy are increased. Basic: 1 shot + extra damage, Advanced: 2 shots + extra damage, Expert: 2 shots + max. damage
Intelligence	Adds a bonus to the hero's maximum spell points. Basic: +25% maximum, Advanced: +50% maximum, Expert: +100% maximum
Leadership	Grants the hero a bonus to morale. Basic: +1 morale, Advanced: +2 morale, Expert: +3 morale
Logistics	Gives the hero extra land movement. Basic: +10% movement, Advanced: +20% movement, Expert: +30% movement
Luck	Grants the hero a bonus to luck. Basic: +1 luck, Advanced: +2 luck, Expert: +3 luck
Mysticism	Increases the number of spell points the hero regenerates each day. Basic: 2 spell points/day, Advanced: 3 spell points/day, Expert: 4 spell points/day
Navigation	Increases the hero's movement on water. Basic: +50% movement, Advanced: +100% movement, Expert: +150% movement
Offense	Increases the amount of damage the hero's troops inflict in hand-to-hand combat. Basic: +10% damage, Advanced: +20% damage, Expert: +30% damage
Pathfinding	Reduces the movement penalty of the hero over rough terrain. Basic: Reduces penalty 25%, Advanced: Reduces penalty 50%, Expert: Reduces penalty 100%
Wisdom	Allows the hero to learn spells beyond the first level. Basic: 1st and 2nd levels, Advanced: 1st through 3rd levels, Expert: 1st through 4th levels

3



Rogue's Salary

For 100 pieces of gold each, you can recruit Rogues from the circle of wagons. But you'll be better off saving your gold for strong units such as Gorgons or Hydras.

Hydra Danger

4





The multiple necks of the Hydra will lash out at attackers on every side, inflicting damage. It's best to stay clear and attack the monster with projectiles from a distance.

5



Fallen Knights

The skull caverns contain powerful flying demons. You may find treasure if you defeat the demons, but you may also be cursed for disturbing the graves of the heroes who fell before you.

6

Mummy Dearest

Mummies are found in Sphinxes, guarding treasures and a curse. Ignore the curse and go for the gold. The Mummies are fairly tough opponents, though, so send in a veteran hero.

The Campaign

The new Campaign Mode gives players one great advantage—they get to keep their starting hero in every campaign. Campaign heroes will retain their levels of achievement and artifacts, but not their armies. You'll have to amass new armies and recruit new secondary heroes during each of the seven increasingly difficult campaigns. Welcome to the Dragonlands.

Artifact Facts





Artifacts are objects that add to your strength. If one of the minor heroes finds a powerful artifact, pass it to the lead hero who can keep it in the next campaign. The contents of an artifact location will change when you begin a new campaign.



Super Heroes

You'll begin your quest by choosing a hero from a list of 40 recruits. Build your hero's skills and experience levels as fast and as high as possible. Following the first campaign, you'll recruit several new heroes and strengthen them in battles with nearby unaffiliated armies.

Your Enemies Abound

Up to three foes will compete with you for resources as you press into the Dragonlands, uncovering artifacts and seeking a way to appease the Dragon City. Unlike in the Scenario Mode, players can't choose the difficulty of the Campaign Mode.

Artifacts

Magic Book	Enables you to cast spells
Paramount Blade	Increases your attack and defense by 6
Staff of Archmage	Increases your power and knowledge by 6
Cloak of Wonder	Increases all four primary skills by 3
Crown of Dominion	Increases your luck and morale by 6
Collar of Mysticism	Increases your power and knowledge skills by 2
Armband of Cabal	Increases your power by 2
Ring of the Spellbinder	Increases your power skill by 3
Laurel of Bravery	Increases your morale by 1
Medallion of Daring	Increases your morale by 1
Ribbon of Resolution	Increases your morale by 1
Badge of Distinction	Increases your morale by 1
Gizmo of Grief	Decreases your luck and morale by 2
Hammer of Shattering	Increases your attack skill by 2
Fists of Protection	Increases your attack and defense skills by 1
Guardian's Visor	Increases your defense skill by 2

Campaign 2: Desert Gate

The first campaign, Beachhead, is a training mission with a single opponent. In the second campaign, you'll face two opponents on separate islands. After securing the resources on your home island, you'll have to build ships and seek out the enemy. If you move quickly—within the first two months—you should reach the first opponent before it has amassed much strength.



The Islands



Enter the towers to broaden your view of the world. You should spot the shores of some of the other islands. Sail along the shores, looking for castles, resources and enemy heroes.

Shipping Out



There are two ways to set sail. You can build a shipyard then buy a ship to carry an army across the sea. Or you can find an opponent's ship and steal it when it's empty.



Whirlpools

If you sail into a whirlpool, you'll end up somewhere far away near a second whirlpool. Use the warping whirlpools to send armies quickly into battle.

Campaign 3: The Heartland

Your third campaign will bring you to the rich heartland where you'll face three opponents. Beginning in the northeast corner of the map, you'll travel along roads, encounter Rogues and discover many artifacts. You'll also find whirlpool warps that take ships from one area to another.

Town Types





You'll find four different types of towns in HOMM II, each with its own set of fighters and creatures. One type produces Cavaliers, Swordsmen, Archers and Griffins. Another town produces Gorgons, Hydras and Serpent Flies. The third type produces Orcs, Rocs, Ogres and Cyclopes, and the final type produces Unicorns, Elves and Dwarves.

Road Trip



Your heroes will travel farther on the road than off it. Move quickly along the road system with minor heroes to resupply your front line armies with fresh units.

Campaign 4: Dragon Dawn

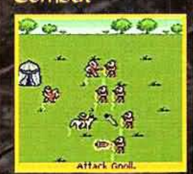
Your fourth campaign is critical because it is your chance to create an alliance with Dragon City. If you find the Paramount Blade, a lost artifact that the people of Dragon City want back, you'll gain the ability to create Dragons for your armies. The challenge of the three opponents is greater, and the lands are harsher than in previous campaigns.

Ultimate Artifact



The Ultimate Artifact is revealed in a map that is pieced together by visiting obelisks. If you collect all the map pieces, you'll see where to dig for the artifact.

Directions in Combat



Arrows that appear during battle allow you to position units strategically so that they don't block other units or face undue danger. The position of a unit doesn't add to its strength.

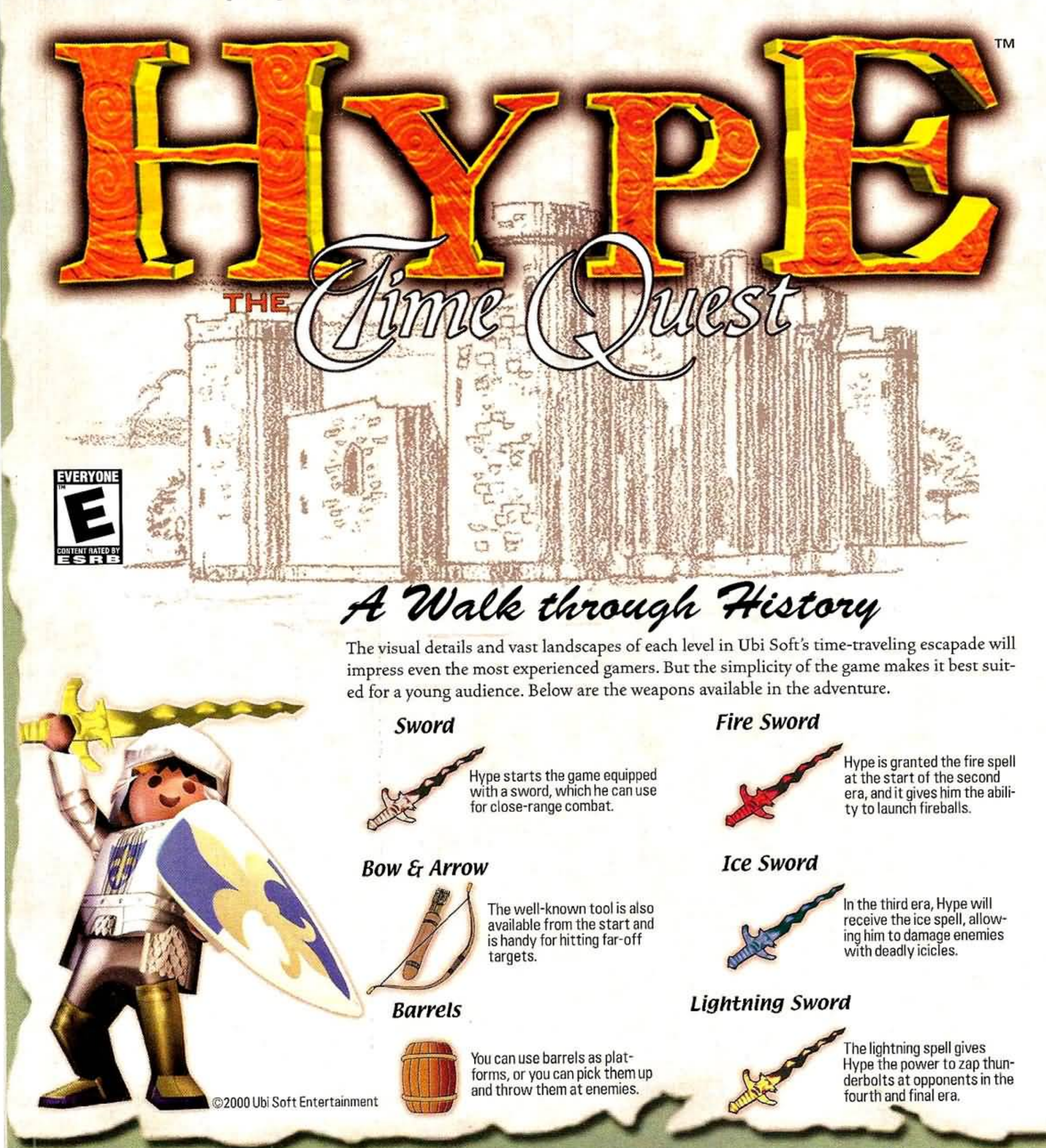
Artifacts

Leviathan's Cudgel	Increases your attack skill by 2
Sword of Swiftness	Increases your attack and defense by 2
Barricade Buckler	Increases your defense skill by 3
Blade of Brawn	Increases your attack skill by 4
Crown of Dominion	Increases your luck and morale by 6
Helm of Might	Increases your attack and defense skills by 3
Invincible Cuirass	Increases your defense by 4
Lesser Magic Page	Increases your knowledge skill by 2
Greater Magic Folio	Increases your knowledge skill by 3
Higher Magic Chapter	Increases your knowledge skill by 4
Paramount Magic Text	Increases your knowledge skill by 5
Pouch of Wealth	Provides 500 gold per day
Sack of Plenty	Provides 750 gold per day
Saddlebag of Abundance	Provides 500 gold per day
Sandals of Momentum	Increases your movement on land
Boots of Speed	Increases your movement on land
Paw of the Enchanted Weasel	Increases your luck by 1
Golden Horseshoe	Increases your luck by 1
Two-Faced Doubloon	Increases your luck by 1
Four Leaf Clover	Increases your luck by 1
Lens of the Horizon	Increases your movement on land and sea
Mariner's Sextant	Increases your movement at sea

Have at You

Heroes of Might and Magic II has an unusual interface for Game Boy Color derived from point-and-click type computer games. Once you get beyond the initial awkwardness, HOMM II will draw you in to a world with depth and color. With new units, crisper graphics, clearer menus and greater challenges, HOMM II is also a big step beyond the original GBC title. It's a bit of strategy heaven.

Classic Playmobil figures are the latest toys to come to life on screen, appearing in a new Ubi Soft adventure on Game Boy Color that's perfect for young gamers.



A Walk through History

The visual details and vast landscapes of each level in Ubi Soft's time-traveling escapade will impress even the most experienced gamers. But the simplicity of the game makes it best suited for a young audience. Below are the weapons available in the adventure.

Sword

Hype starts the game equipped with a sword, which he can use for close-range combat.

Bow & Arrow

The well-known tool is also available from the start and is handy for hitting far-off targets.

Barrels

You can use barrels as platforms, or you can pick them up and throw them at enemies.

Fire Sword

Hype is granted the fire spell at the start of the second era, and it gives him the ability to launch fireballs.

Ice Sword

In the third era, Hype will receive the ice spell, allowing him to damage enemies with deadly icicles.

Lightning Sword

The lightning spell gives Hype the power to zap thunderbolts at opponents in the fourth and final era.

Living up to the Hype

In the land of Torras, nobody is better known than the valiant knight, Hype, who is single-handedly responsible for the peace and prosperity of the village. But an attack by Barnak, the Black Knight, has cast a dark shadow over the town. Hype was sent back in time, giving Torras little hope. Now he must travel through four eras and return to battle Barnak.

The Evolution of a Town

At the start of each era, spend some time strolling through Torras to locate the important shops. The town will grow as time goes on, but the same stores will remain open.



Weapons Shop



You can purchase 10 arrows for 10 Plastyks, but in all likelihood, you will find more than enough ammo throughout the levels. Save your money for more important expenditures, such as passwords.

Rest Stop



At the Rest Stop, a password costs 20 Plastyks. You should buy a password after completing each level. If you happen to struggle on any one level, restart the game using your most recent password.

Healing Shop



For a charge of 15 Plastyks, the Healing Shop will restore your energy. You have only three lives, so return to the Healing Shop after finishing each level. Be sure to have enough money on hand.

Village People





The inhabitants of Torras will help point Hype toward the alchemist, Gogoud, who is responsible for helping Hype advance through the eras. Don't be surprised to find the villagers a little paranoid.

Pick-Ups

The surroundings are loaded with treasures, particularly Plastyks, so be sure to stock up. It's important always to have enough money to buy energy and passwords after completing each level.

Plastyks



Plastyks, more commonly known as coins, are the currency of Torras. In this town, money can buy health, weapons, passwords and, arguably, happiness!

Arrows



The bow and arrow will help you defeat bosses and advance past certain levels. Each one of the pick-ups adds 15 arrows to your arsenal.

Hearts



A heart will fill one of your empty energy notches. If you are at full health and come across a heart, remember its location for future reference.

UBI Key



The unique UBI Key allows you to use the Game Boy Color infrared link to exchange secret levels with a friend who owns another UBI Key-enabled game.

Stars



After receiving spells from Gogoud, collect stars to fill ammo for the special swords. You can accumulate up to 30 shots of fire, ice or lightning.

Hype Head



Each Hype Head is worth one extra life. Grab the rare item whenever you see it, since you start the game with only three lives.

The Village of Torras



After being transported to the past, Hype finds himself lost among the chickens and sheep of the old Torras. After chatting with a few villagers, head northeast to find the alchemist, Gogoud, who will instruct you to collect three sacred objects. Each object is at the end of a level.

The Forest

At the start, immediately go left to pick up an extra life. In each level, your journey ends as soon as you collect the desired object, so be sure to explore the area beforehand.

Pesky Varmints




The dark bats tend to blend into the background, so look closely before making any sudden leaps. You can jump on ground animals and use them for leverage or simply deal them a swift swipe of the sword.

Passages



Be sure to explore. Look for subtle entrances into tree trunks or through thick leaves. Passages will lead to secret areas with tons of coins, as well as hearts and arrows.

Vine Climbing



What would a forest be without vines to climb? If you can find a way up, there are plenty of coins available in the higher areas of the level. Watch for flying bats as you climb.

The Manor

Take a left at the start to collect the UBI Key. The level can be difficult at first, so don't spend much time roaming around at the expense of your health.

Creepy Crawlers




Squat down to slice the scrawny rats and spiders, and watch out for spiders dropping from the ceiling. Once again, the bats can be hard to see. Beware of quick-striking birds that are perched high above.

Slip, Slidin' Away

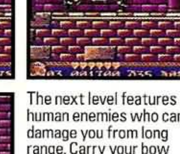


To reach the top of the manor, jump out of the long slide down the first ledge. You'll find areas filled with coins. While sliding, don't worry about creatures in your path; they will not harm you.

The Fortress

In Torras, head north and cross the bridge to find the standard that leads to the fortress. Before finishing the level, reach the top of the fort and play among the clouds to collect coins.

Man-to-Man Combat

The next level features human enemies who can damage you from long range. Carry your bow and collect lots of ammo. You will need arrows to complete the level and defeat the boss at the end of the era.

Hidden Treasures



Several levels contain hidden treasures, but you must go out of your way to uncover the valuables. Since it is a fairly easy level, try traversing the entire surroundings.

Riding Zatila

After collecting all three objects, Gogoud will lead you to a magical time portal where you'll ride the dragon, Zatila, to reach the final boss and the next era.

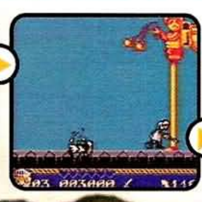



While you ride Zatila, the screen will scroll automatically, forcing you to dodge the hanging rocks. Use Zatila's fire to fry any creatures that try to harm you. Get to the end of the portal to face the boss.



Granslak

Be ready to run when you face Granslak. He will walk forward then backward. Swing your sword at his legs each time he comes to a complete stop. Each successful hit will make him shorter. Watch out for falling debris and the flying mace.


The Village of Torras



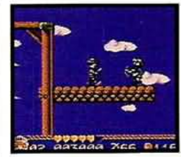
The population has increased over time, which has resulted in more human enemies for Hype to contend with. In addition, the terrain is a bit more treacherous and loaded with pitfalls. Be sure to pay for energy after completing each level.

The Field of Courage

The level is aptly named, because it takes a lot of courage to go sliding down hills without knowing what lies below. Shed your fear and get ready to take several leaps of faith.



Harmless Foes

The enemies in the level are relatively harmless. You will come across some knights you can easily destroy, as well as the typical array of flying bats. The spikes will likely cause you the most trouble.

Danger above and Below




The drops of water are safe to touch when they're hanging from the ceiling but not once they start falling. As you jump from rope to rope, be sure not to slip into the pits of spikes on the ground below.

The Keep

Head north and cross the bridge to find the entrance to the keep. Once you're inside, you will face ghosts and skeletons, but you should be able to progress quickly through the level. Explore and gather coins if you're short on change.

Ghoulish Goblins




Surprisingly, there are quite a few living knights among the dead in the keep, but they can be defeated easily. Floating ghosts will prevent you from jumping, so use your arrows to knock them down.

Regenerating Skeletons




If you're already dead, can you die again? Apparently not if you're a walking skeleton. Use your sword to disable the skeletons for a short time. Also, watch for hands reaching out from the ground.

Flip the Switch



You must open some of the level's gates by flipping a switch located in a different area. Once you find the corresponding switch, return to the previously locked entrance and walk down the passage.



The Village of Bandits

The rich underground of the village is packed with coins, so be sure to explore the entire area. To complete the level, you must travel deep beneath the soil.

Who Let the Dogs Out?



Large canines are among the obstacles in the village, but they are old and slow and pose no real threat. The bandits themselves are plentiful but still no match for Hype and his powerful weapons.

More Acrobatics



Once again, Hype will be swinging and jumping from ropes, with deadly spears protruding from the ground below. Whenever possible, scope out the area before making the decision to perform long leaps.

Jozzlan

Jozzlan might easily be mistaken for one of those oversized character balloons in the Thanksgiving Day parade, and he uses his size to crush opponents. As he prepares to jump, run forward and crouch down. Then fire away as soon as he lands.





The Village of Torras



Science, technology and religion have infiltrated Torras in its third era, forcing Hype to fight his way through dangerous laboratories and a well-protected monastery. Remember to collect enough coins to purchase health and passwords.

The Space Lab

As the levels become more complex, take advantage of Hype's ability to look up and down by pressing the Control Pad while standing still. Doing so will allow you to see what dangers are planted above and below. One wrong step could be costly.

Mad Science



What's in the water that makes it so deadly? Nobody knows, but you should be cautious around the large droplets. Some knights will be wandering around, but they're easy targets. Watch for rats on slopes.

Around the World



Hype can jump onto the silver and gold spheres that look like hanging planets. Use the globes at the beginning to collect coins and again near the end to reach the flag on the roof of the laboratory.

Through the Wall



To the west, jump on the globe and into the wall to uncover a hidden patch of coins. If you need money to restore your health or get a new password, be sure to find the hidden treasure.

The Laboratory

Go to the middle of town to gain entrance to the laboratory. Notice that bookshelves can be used as ladders. Bats and other obstacles are extremely difficult to see in the dreary surroundings, so move slowly and always look before you leap.

Chemical Poison





Move methodically, because hasty steps could send you falling into a vat of harmful green liquid. Stay away from clouds of gas puffing out from under the ground.

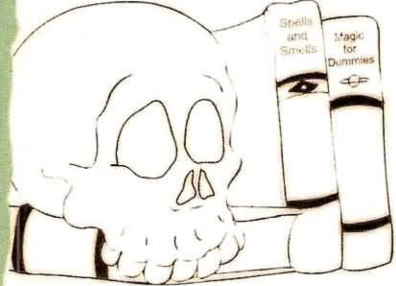
Money in the Walls



At the start of the level, go to the far right and climb the bookshelves to the top of the lab. Slip through the crack in the wall at the northeast corner and drop down to collect a pile of coins.

The Monastery

The Monastery has very few pitfalls or enemies, but it's a complex maze involving lots of locked doors and long ladders. Equip yourself with a firing weapon to combat the strategically stationed archers. The jewel is at the top of the Monastery.



Step Barrel



Don't destroy the tiny barrel in front of the open door, because it can be used as a step stool into the passage, which leads to valuable items.

Bounce Around



Since the level contains a multitude of floors, you may want to save time by jumping up and down the ladders. Climbing each one is slow and tedious.

More Treasures



There are several rooms filled with coins that you can uncover by opening gates and entering passages. When at the jewel, go right and follow the ladder down before finishing.



Rajoth

Rajoth will jump toward you and fire lightning out of his eyes. If you stay at the far left of the screen, he usually won't reach you. Dodge his thunderbolts and aim several shots at his head as soon as he finishes firing. Use fire or ice if you run out of arrows.





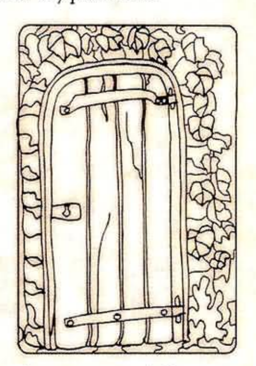


The Village of Torras 4th Era

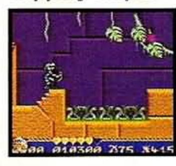
The final stage of Hype's adventure will prove to be the most challenging. After slipping and sliding through the Lost City, Hype must climb the tower and defeat Barnak without the luxury of stopping to restore health or buy passwords.

The Lost City

With a plethora of falls to jump down and tunnels to toboggan through, the Lost City feels more like a waterslide theme park. Travel deep underground to find the jewel that leads to the tower.



Slippery Slopes





While the Lost City is filled with plenty of fast and furious fun, there are numerous hazards that should not be disregarded. Deadly snakes and sharp spikes are sometimes planted at the bottom of long slopes. Be prepared to jump as you reach the end of a speedy ride down a slick tunnel.

Making It to the Top

Before entering the tower, be sure to restore your energy and purchase a password. You must reach the top and finish off Barnak without a return trip to Torras. Cautiously navigate the tower. You'll need plenty of energy to defeat the Black Knight.

Familiar Foes



All the nasty foes, human and nonhuman, that Hype has faced throughout his long journey are in the tower. Treat them like you did before.

Think Fast



You must travel beneath the tower before you can reach the top. Slide down the water hole, but be prepared to jump into small crevices along the way.

Jump and Slide



Sharp spikes are planted at the bottom of some hills. Whenever possible, jump across treacherous areas. Sliding can be dangerous.

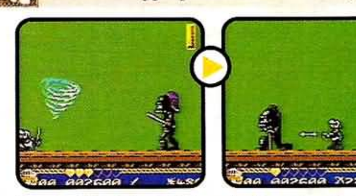
More Money



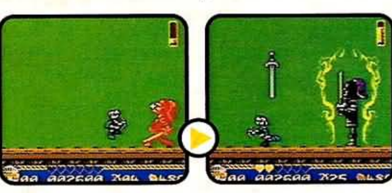
Instead of going straight to the top, visit a few treasure rooms. The coins won't do much good since your adventure is nearly over.

Barnak, the Black Knight

Time for revenge! To defeat Barnak, you'll need to study his pattern of movement and hit him at the appropriate moments. Study the screen shots below before facing the final boss.



Barnak will begin the battle by unleashing a tornado, either high or low. Dodge the funnel and get ready for his next move. As Barnak jumps toward you, run behind him and fire away.



He will leap again, landing in his original spot. Shoot as he hits the ground. Watch out for the green glow and the many falling swords. His pattern gets faster each time it repeats.



Barnak should have known better than to mess with Hype. The town is saved, and the party can begin again!

All Hyped Up

The villagers will be ecstatic after Hype defeats the evil knight and restores peace and prosperity to the plastic town of Torras. Who would have thought that one little Playmobil man could stand up and defend an entire community? Hype may not be accustomed to getting any recognition outside of his little corner of the toy shelf, but after this adventure, he might want to think about finding an agent.



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MARIO TENNIS™

Grab your racket, hit the court and net yourself the secrets to tennis tenacity and the Transfer Pak perks of Mario Tennis for Game Boy Color.

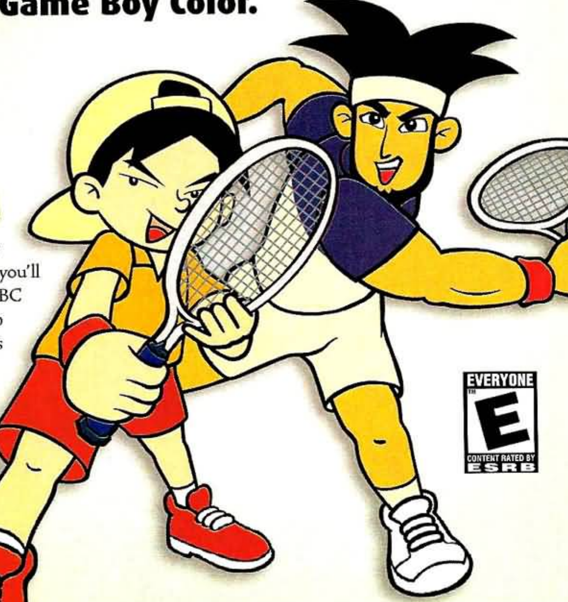






A GRAND SLAM

Even if you're as fuzzy on how to play tennis as the game's little green ball, you'll still have a smashing time on the GBC court. Mario Tennis for N64 proved to be a fast-paced blast that all gamers could get into, and the GBC version of the racket-whacking slamfest serves up just as much fun. Mario Tennis hits hard with arcade-style excitement spruced up with RPG-style character building, and the Pak sports secret features that you can exchange with its N64 counterpart. The ball's in your court—find out what all the racket's about.



PICK YOUR MATCH

Mario Tennis serves up a little bit of everything to court both the fanatical and casual tennis fan. The game features Linked Play as well as three main modes of competition: Exhibition, Mario Minigames and the RPG-style conditioning regimen of the Mario Tour.



Exhibition

The quick way to the hit the clay, Exhibition Mode allows you to play a Singles or Doubles Match using a handful of the Mushroom Kingdom smashers. Linked Play is the head-to-head version of Exhibition, and both modes will let you determine the number of games and sets, skill levels of the players and makeup of the court. The four types of court (Hard, Clay, Grass and Composition) will affect your speed and the ball's bounce, so experiment with different surfaces to keep yourself on your toes.

Parameters



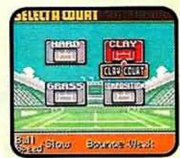
Players



Difficulty



Court



Mario Minigames

Practice your aim in the minigames that put a shooting gallery spin on tennis. Each of the nine minigames stars a different character, and only Luigi, Baby Mario and DK's games are accessible at first.

Shooting Star



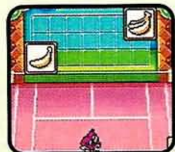
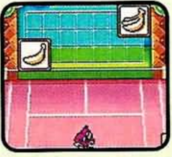
In Luigi's game, a star will appear somewhere across the net. Return the ball so it hits the star to earn points. To rake in more points, hit smashes and consecutive targets.

Target Shot



As Baby Mario, return Wario's serves so the ball lands in the highlighted area of the court. Button combos appear in each drop zone, and if you use them and hit your mark, you'll win bonus points.

Banana Bunch

Always hungry for bananas, DK must try to whack his ball into the banana pictures that slide along the back wall. The game ends as soon as you miss a volley, so maintain a continuous rally.

Mario Tour

The Mario Tour enrolls you at the Royal Tennis Academy. Playing as either Alex or Nina, you must explore the campus, playing matches, tournaments and minigames to develop your skills and earn the Experience Points that'll make you worthy enough to face the ultimate pro, Mario.

Alex

Only two newbies have been accepted to the Academy. If you choose to play as Alex, you'll be able to develop his skills. All of them rank in the basement except for his Dash and Stroke abilities.

Nina

Each character is ranked on Spin, Power, Control and Speed. Both Alex and Nina sport 1 ratings in almost every category. In Nina's case, she boasts an extra point in Placement (a subcategory of Control) and Reaction (a subcategory of Speed).

Singles or Doubles



Once you've enrolled at the Academy, you can choose one of two CPU-controlled doubles partners. Coed teams are allowed, so pick the player who complements your playing style.

Experience



By participating in matches, training and minigames, you'll earn Experience Points which you can distribute between yourself and your partner to boost personal abilities.

ORDER IN THE COURT

Tennis isn't simply about hitting a little ball back and forth. Just like the sport in real life, Mario Tennis emphasizes technique. And just like the N64 version, Mario Tennis thwacks out enough smashing moves to rival Pete Sampras. The button combos for the maneuvers are the same as the ones used in the N64 game, making it especially easy for Mario Tennis vets to have a ball on GBC.

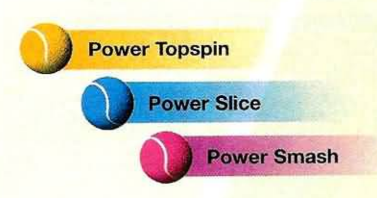
Service with Some Style

With some practice, you'll be able to deliver service better than a waiter who's desperate for a big tip. Scoring a service ace is the sign of a true pro, and you'll have to launch the ball using different styles to catch your rival off guard. The ball will leave a colored trail depending on the type of serve you make. Refer to the color-coded serving styles below.

Serving



Press A or B to toss the ball up, then press A, B or both buttons to serve. If you hit A, you'll add topspin and cause the ball to arc high and long before it bounces. Tapping B results in a slice, which serves the ball on a low flight path. To smash the ball, press A and B simultaneously.



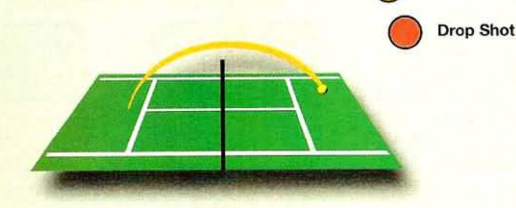
Returning



The ball is always served to the kitty-corner side of the court. Your wily rivals will often try to serve it close to the sidelines of your service court, so center yourself in the box so you're not too far from either edge.

Lob and Drop Shots

You can simply tap A or B to hit a basic return, but simple shots won't net you an easy win on the courts. Good technique will help you hit the ball far from the reach of your opponent, and both lob and drop shots will do the trick.



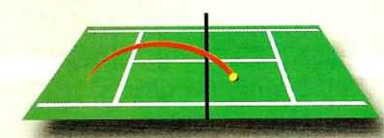
Breaking the Lob

A lob shot will send the ball sailing high through the air, so use the return when your opponent is close to you. Lob by pressing A and then tapping B. If you use it in the right situation, the ball will fly over your opponent's head.

Dropping In

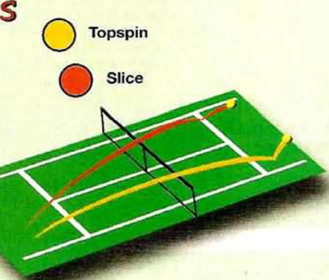


The drop shot is a deceptive shot that falls shorter than you'd think. If your rival is far from the net, use the drop shot to plop the ball just behind it. Press B followed by A to get the drop on your opponent with just enough oomph to dink the ball to the other side.



Slices and Topspins

The same button combos in Mario Tennis for N64 work in the GBC version, so hitting both A and B at the same time will enable you to smash the ball. To slice the ball so it revolves with reverse spin, press B and then tap B again. To whack a high-flying ball with forward spin, add topspin by hitting A twice.



Slice It Up



The slice flies in low and stays low, making it the perfect no-nonsense shot that can sail straight past opponents. Use it to nail the ball in a corner faraway from your rival.

Top It Off



Both the slice and topspin are effective ways of hitting the ball beyond your opponent. The appeal of topspin is that it's difficult to dive after since it flies high and bounces high.

SCHOOL GROUNDS

As a student at the Royal Tennis Academy, you'll have access to the school's facilities, like its dormitory, cafeteria, archives and training center. More tennis action awaits you across the shore from school, but you must first prove that you're a class act on the court.

Dorm Room



Your doubles partner is chilling in your dorm room. Whenever you want to play a doubles match, head back to your pad and ask your pal to tag along.

Academy Main Building



The main building of the school houses the top coaches and the records of its students. Your stats are on file in the school's computer, and you can ask one of the faculty members to fill you in on your progress.

Restaurant



The Agassi and Williams wannabes lounge in the school's cafeteria. Talk to the students and other people on campus to learn tips on tennis.

Training Courts

You begin your schooling as a Junior player, and you can join the Varsity Squad once you've earned enough Experience Points and victories. Experience Points improve your Spin, Power, Control and Speed, so rack them up at the Training Courts before competing for a class ranking.

Junior Practice



The Training Courts are located on the east side of campus. Visit them to perfect your service, stroke and net play techniques. If you can clear your coach's minigame, you'll win a star. Even if you don't successfully clear the activity, you'll still win Experience Points.

Senior Practice



Once you've beaten the top-seeded player in the Junior Class, you'll gain Senior Class status. If you visit the Training Courts as a Senior, you'll have the chance to participate in a second, more difficult round of service, stroke and net play minigames.

Varsity Practice



By winning all of the Senior Class matches, you'll land a spot on the Varsity Squad. As a member of the school's elite team, you'll unlock the third and final round of training challenges.

Training Center

The Academy is a state-of-the-art facility complete with a high-tech Training Center. Using its automated tennis trainers is an easy way to earn Experience, so venture east of the Courtyard to visit the facility.

Tennis Machine



The robotic ball-server will spit out balls for you to return. You begin by playing at Level 1, which requires you to return 15 balls in a row. You'll need some Speed, so make sure that you've increased your foot-power with Experience Points beforehand.

Wall Practice

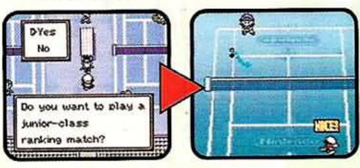


In the Wall Practice Room, panels with arrows on them slide along the back wall. The exercise requires you to maintain a rally by hitting the ball against the wall. If you hit the roving panel, the ball will fly in the direction that the arrow is pointing.

JUNIOR CLASS

The Royal Tennis Academy is open to gifted players only, and you'll raise quite a racket on campus since you've been accepted at midterm. You've got a lot of catching up to do with half the school year already gone, so practice and train to build up your Experience Points before competing in the Junior Tournament.

4th Place



The first Junior ranking you'll be able to compete for is fourth place. Talk to the coach at the Junior Class Court to match up against the fourth-ranked contender. She plays with no real technique, so winning should be a breeze.

3rd Place



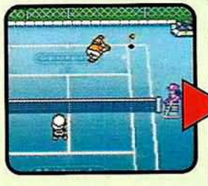
The first to win two six-game sets will secure a third-place ranking. Do it by playing far back and keeping your rival in the center of the court so you can smash the ball to either side of him.

2nd Place



The second-place player is fast, so work on boosting your Speed rating before competing. Once you're up to speed, play the net. If you lure her there, you can easily slam the ball behind her.

1st Place



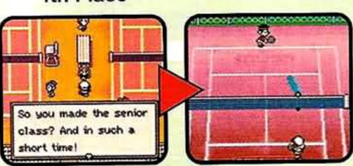
The top-ranked champ of the Junior Class is a big hitter and a slow runner. Because of his size, he can't react as quickly as most of his classmates, nor can he recover easily from diving saves. He's an ace at serving, though, and you'll move to the head of the class if you can return his hits beyond his limited reach.



SENIOR CLASS

With a first-place win in the Junior Class games, you'll earn Senior status plus plenty of Experience Points to boot. Don't forget to distribute some to your Doubles partner even if you're playing Singles Matches, since you'll want to build both characters simultaneously.

4th Place



Like the other low-ranked players in the game, the fourth-place competitor in the Senior Class plays with basic techniques. Use crosscourt shots to keep him on the run.

3rd Place



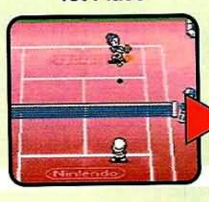
Adding power to your returns will often win you the point. To punch up your hits, press and hold the first button in a combo until your character flashes, then release the button and complete the sequence.

2nd Place



As you move up the Academy ladder, the competition will get stiffer. Even if you lose, you'll win Experience Points for playing, and you can use them to bolster the underdeveloped skills that might have cost you the game.

1st Place



At midcourt, your rival is particularly susceptible to smashes and lobs. If those don't work, you can always try improving your racket and shoes. As a player of Senior status or above, you'll be able to boost your Power, Control and Speed by improving your equipment at the Repair Counter in the Training Center.

VARSITY

By unseeding the top player in the Senior Class, you'll earn the right to compete against the elite Varsity Squad. The Varsity Courts are located on the west side of the Courtyard, just south of the Senior and Junior Class Courts.

5th Place

The Varsity players are on the team because they're the school's best and brightest. If you're having trouble in the first matchup, play the Training Center games to earn Experience.

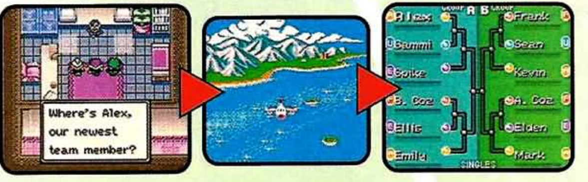
4th Place

The fourth-place match is the Varsity competition that really matters. If you manage to snag the title from its power hitter, you'll become a member of the school's traveling team. Only as a member of the team will you be able to leave campus to compete in overseas competitions like the esteemed Island Open.

ISLAND OPEN

The Royal Tennis Academy is a closed campus, but the traveling team is allowed to leave the school grounds. Your Varsity victory guarantees you a place on the touring team, and you'll set off for the Island Open to represent your school.

Flying High!!!



After a short airplane trip, you'll touch down at a grand slam where you'll play in a ladder competition to be the survivor of the Island Open. You'll swing your racket in a maximum of four matches.

1st Match



The first three matches take place on grass courts. It's new terrain to the Academy's students, so keep in mind that the ball will barely bounce off the turf.

2nd Match



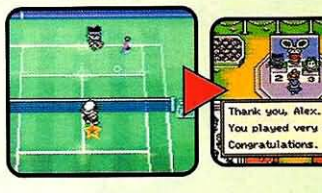
Unleash plenty of powered-up shots to outplay the islanders. When you're powered up (your character will flash), you'll be locked in place. To revert back to normal, hit Select.

3rd Match



Play the whole court. If you trap yourself close to the net or in a corner, you'll leave much of the court unprotected. Station yourself in the center of the court after returning a shot.

4th Match



The final Island Open match rages on familiar ground—the Hard Court. Since you've trained and competed on that sort of surface before, you'll be used to the strong bounce of the ball. Use it to your advantage to set up smash opportunities that will help you ace your rival.

MARIO'S WORLD

As the Island Open champ, you'll nab exclusive access to the supreme court—the playfield of Mario and friends. If you're playing Singles, you'll be able to compete against Mario. If you're playing Doubles, you'll volley against Peach, too.

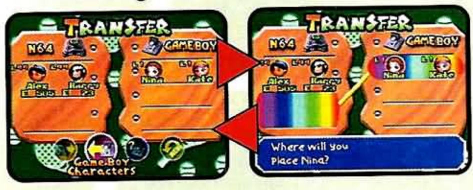




N64 TRANSFERS

If you have the N64 version of Mario Tennis and an N64 Transfer Pak, you can insert your Mario Tennis GBC Game Pak and upload Alex and Nina to your N64 game, as well as their Doubles partners, Harry and Kate. You can download data from the N64 game, too, enabling you to unlock four additional Mario Minigames in your GBC game.

Transferring Data



Using the N64 Transfer Pak, you can exchange data between the N64 and GBC versions of Mario Tennis. The data from either game will unlock new things in the counterpart game, so you'll have even more hard-hitting action to contend with.

New Minigames



The GBC's Mario Minigames feature nine different wacky variations of tennis. Three of the games are unlocked at the start, and you can unlock the Wario, Yoshi, Waluigi and Bowser minigames by importing those characters from the N64 game. If you beat a minigame and transfer your victory data back to the N64, you'll unlock new N64 courts.

New Characters

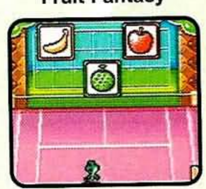


The Island Open and Mario's World aren't the only places off campus where Alex, Nina, Harry and Kate can compete. If you transfer the characters from your Game Boy Color game onto your Nintendo 64 game, you'll be able to play them in Mario Tennis for N64.

HIDDEN MINIGAMES

Like Venus and Serena Williams in a doubles match, Mario Tennis for the N64 and GBC play well together. Both games have similar mechanics, and only by transferring data from the N64 version will you be able to unlock four of the GBC's secret minigames.

Fruit Fantasy



By transferring Yoshi from the N64 version of Mario Tennis, you'll be able to play the dino's fruity target game. Lob the ball into the moving targets to score points. The fruits carry different point values, and Yoshi's favorite food—the melon—is worth the most.

Medallion Match



In Waluigi's minigame, a formation of L Medallions appears in Luigi's court. As the lanky baddy, rally with Luigi while aiming for as many Medallions as possible. The more you hit in a single return, the more bonus points you'll score.

Treasure Box



Wario loves hunting for treasure, and his personal minigame has him volleying with Waluigi in the hopes of smacking the ball into some valuable coins. The game's over if you don't return the ball into the highlighted zone or nail some treasure, so precision aiming is required.

Two-on-One

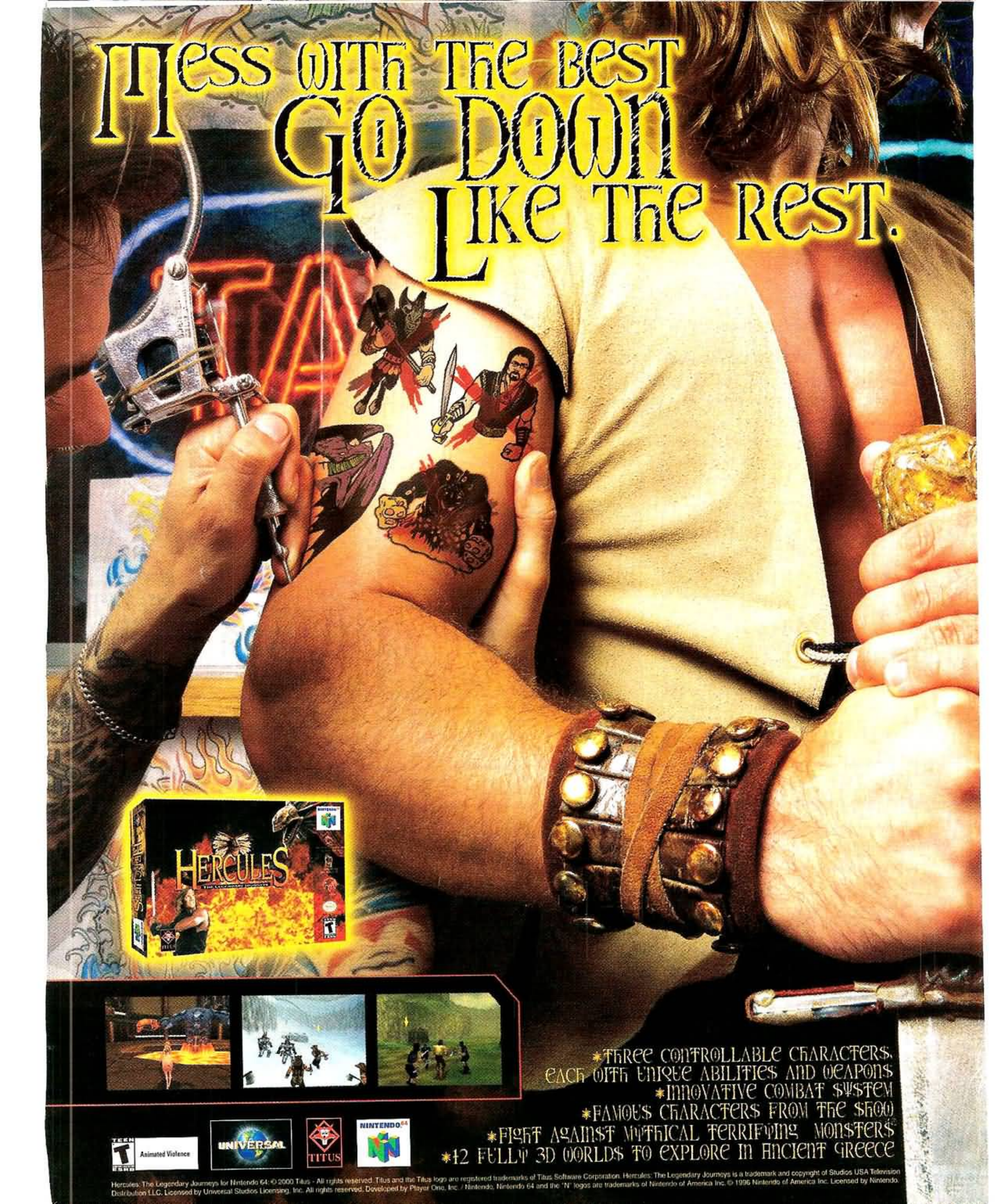


Bowser's one tough tennis player, so it'll take two villains to take him down. Playing as Bowser, you'll be double-teamed by Wario and Waluigi. You'll have to cover a lot of ground to keep the ball in play, and powered-up hits will be your ticket to outwitting the duo.

GAME, SET, MATCH!

The pros at Camelot have done it again. The developer's N64 version of Mario Tennis was a surefire smash with its fast-paced action, and Mario Tennis for GBC recaptures the same exhilarating feeling. Topped off with great RPG-style character building and excellent minigames, Mario Tennis serves up limitless replay and action that's grand-slam fun.



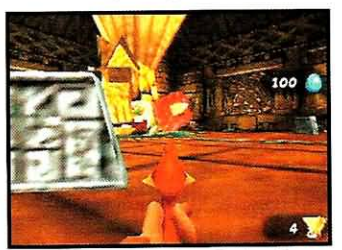

MESS WITH THE BEST
GO DOWN
LIKE THE REST.
HERCULES
*THREE CONTROLLABLE CHARACTERS,
EACH WITH UNIQUE ABILITIES AND WEAPONS
*INNOVATIVE COMBAT SYSTEM
*FAMOUS CHARACTERS FROM THE SHOW
*FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
*12 FULLY 3D WORLDS TO EXPLORE IN ANCIENT GREECE
TEEN
Animated Violence
UNIVERSAL
TITUS
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BANJO-TOOIE

HOW DO I DEFEAT TARGITZAN?

You shouldn't be surprised to learn that a boss named Targitzan resides in an area called Targitzan's Temple—especially since he'll keep talking to you as you make your way to his Really Sacred Chamber. The spinning totem fires darts at you while you shoot targets on the sides of his body segments. When you shoot all the targets on a segment, it will explode—allowing the segment above it to drop into place. When all the segments are gone, Targitzan will self-destruct.



Take cover behind barricades as Targitzan fires deadly darts at you. The Rapid-Fire Eggs in the room make it easy to hit the totem's targets.



After you eliminate one of Targitzan's segments, he'll send his Moggie minions after you. Shoot them on the move to avoid their club attacks.



After you blast the last segment out from under Targitzan's head he'll activate his Sacred Self-Destruct. Stand clear, then collect the Jiggy.

HOW DO I REACH THE JIGGY BEYOND THE QUICKSAND? NP

A Jiggy awaits you on a pedestal inside Mayahem Temple's Prison Compound, but you shouldn't just walk up and grab it. It's protected by a quicksand moat filled with vicious Dragundas that will throw you back onto solid ground if you forge ahead into the muck. What you need is a pair of Wading Boots—and you'll find them on a platform over looking the quicksand. Climb to the top of the prison cell then Grip-Grab to the boots. Jump down then run to the Jiggy.

Grip-Grab along the ledge near the top of the prison cell until you reach a remote platform with Wading Boots.


The Wading Boots will allow you to run unhindered through the quicksand. They appear for a limited time, so hurry to the Jiggy.

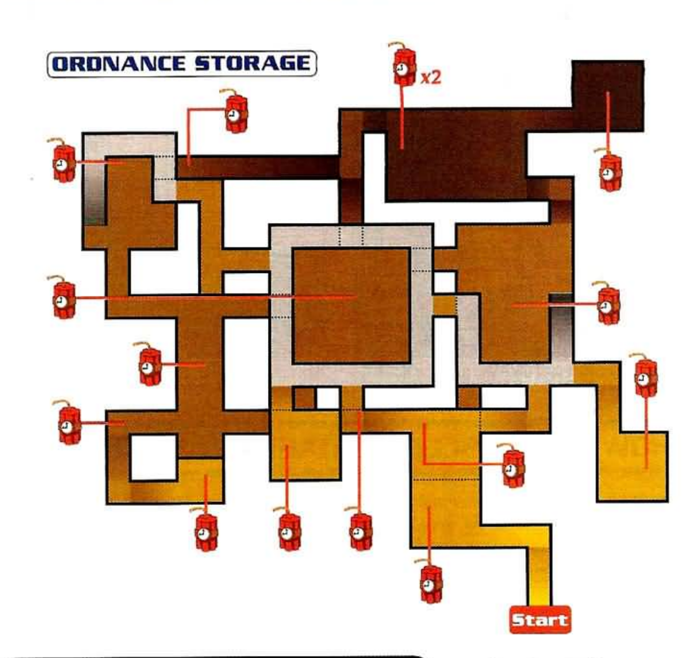

Someone was thoughtful enough to leave another pair of Wading Boots on a ledge behind the Jiggy. Use them to get back across the quicksand.

WHAT'S THE FASTEST WAY TO FIND ALL THE TNT ?

The Ordnance Storage holds the toughest challenge you'll face in Glitter Gulch Mine. A passel of impertinent TNT is running rampant through the corridors of the mine. Help out Bullion Bill by rounding up all the dynamite with your Beak Bayonet move before they go kaboom. The easiest way to find all the dynamite is to use the map shown at right. Pick a path through the maze of tunnels and ramps, eliminating the TNT as you go. It's very easy to get lost in the maze, so keep track of your position on the map.



Watch out for annoying Billy Bobs that pop up from the ground. You can fire eggs at them, but be careful not to hit the dynamite.

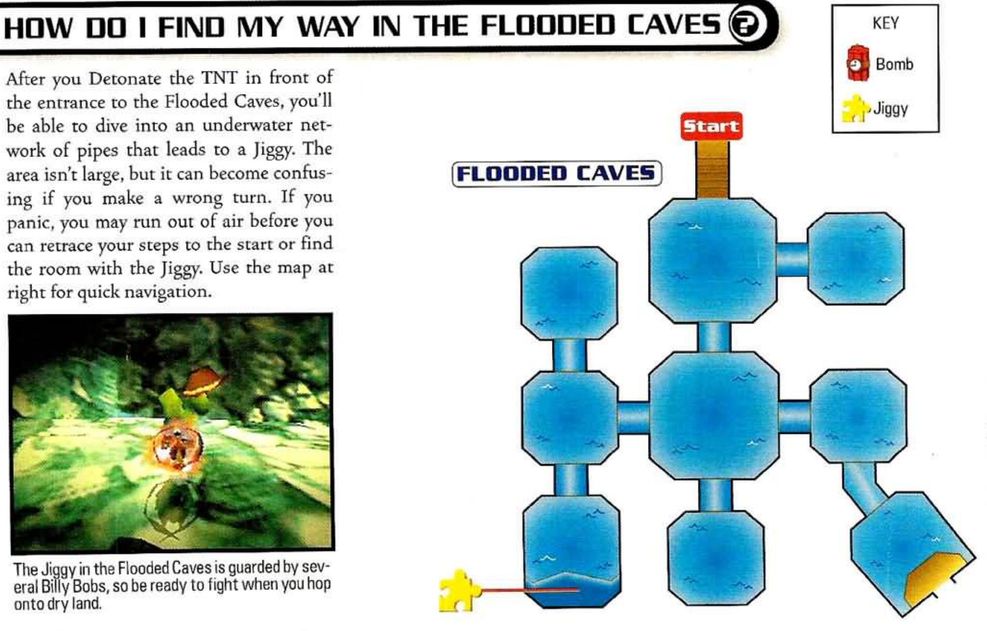


HOW DO I FIND MY WAY IN THE FLOODED CAVES ?

After you Detonate the TNT in front of the entrance to the Flooded Caves, you'll be able to dive into an underwater network of pipes that leads to a Jiggy. The area isn't large, but it can become confusing if you make a wrong turn. If you panic, you may run out of air before you can retrace your steps to the start or find the room with the Jiggy. Use the map at right for quick navigation.



The Jiggy in the Flooded Caves is guarded by several Billy Bobs, so be ready to fight when you hop onto dry land.



THE WORLD IS NOT ENOUGH

WHERE DO I FIND DR. WARMFLASH?

With all the bullets flying around in MI-6 headquarters, it's appropriate that you'll need to find a doctor at the end of the King's Ransom Stage. Injured personnel in the Vault need medical attention, so you'll have to backtrack to Dr. Warmflash's office at the end of a short hallway on the same floor. Protect her from terrorists as she follows you to the Vault.


The fighting isn't over once you reach Sir Robert in the Vault. Go fetch a doctor.



Turn right as you exit the Vault, left at the end of the hallway, then right to reach Dr. Warmflash.



The good doctor is a sitting duck for terrorists. Be sure to clear the way for her.

HOW DO I RESCUE HOSTAGES IN THE UNDERGROUND UPRISING?

Rescuing hostages on the Underground Uprising level is relatively simple—just eliminate any terrorist standing near stationary hostages. The trick is making sure you don't overlook any hostages on the way to the bomb, and that you don't eliminate a hostage during a rescue attempt. Rush toward guards then shoot them before they can execute hostages.


It's easy to forget about the area to the left of the ticket booth at the start. Rescue the hostages at the bottom of the escalator.


The hostages behind a barricade will be executed if you don't move quickly to save them. Pick your shots carefully to avoid deadly accidents.

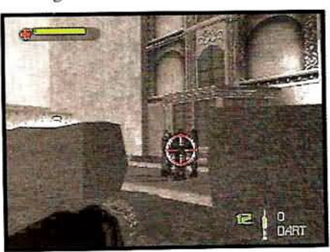


There are hostages on two boarding platforms. Keep moving forward—stopping only to target guards—and free hostages as you progress.

HOW DO I REENTER THE VILLA WITHOUT ALERTING GABOR?

Watch Darts are the key to reentering the villa. After you use your silenced pistol to shoot the lock off a gate in front of your balcony, switch to Watch Darts as your main weapon. Shoot guards on your way to the guard house, then shut down the security camera controls with the Data Scrambler. Once the cameras are off, you can safely make your way past Gabor.

Use the Data Scrambler on a control panel inside the guard house to turn off the security cameras.


Hide behind corners and shrubbery to sneak past guards, or shoot them with darts.


Avoid the man in the long coat—that's Gabor—as you enter the villa door beyond the pool area.

DONKEY KONG COUNTRY

WHERE ARE THE BONUS AREAS IN JUNGLE HIJINX?

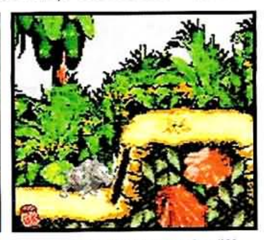
Rambi the rhino can access both secret areas in the Jungle Hijinx portion of the Kongo Jungle. Smash into the first wall you reach to open a 1-Up Ballon area. Run quickly through the bananas to reach the Balloon before it flies away. The second bonus area is at the bottom of a cliff under the letter G. It contains an Animal Token barrel game.



Make Rambi charge into the first wall to the right after your transformation. A door will automatically open.



The 1-Up Ballon in the the cave will be there for only a few fleeting moments. Jump to grab it.



Drop down to the bottom of a cliff under the letter G to find the second bonus area.



Hit three animals of the same type to open another bonus area where you can earn extra lives.

HOW DO I DEFEAT GNAWTY?

Gnawty, a giant beaver, is the final test you'll face in Kongo Jungle before you move on to Monkey Mines. Patience is required when dealing with the beaver—you can't just go on the attack. Jump on his head then back away for a few seconds before you attack again. Gnawty will be momentarily invulnerable—and dangerous—between jumps.



Look at the size of that beaver boss! Don't be intimidated by Gnawty's girth. Attack patiently.



Jump on Gnawty's head then quickly run away. The beaver will punish you if you immediately attack again.



Wait for Gnawty to go on the prowl again, then pounce on his head. Run away after each attack.



After five successful attacks, Gnawty will be out of commission. He'll return later in the game.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707 ($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400 ($2.00 per minute. Callers under 18 need parental permission to call.)

Warlocked

Q: How do I heal my Wizards?

A: Return a Wizard with a low health level to a Wizard Temple. When you summon him again, he will have full health.

Q: Why can't I build any more units?

A: You probably need more farms, gold and/or fuel.

Q: Why are troops and buildings shown at the end of a mission?

A: You can build custom armies with remaining troops or buildings from a mission.

Beast Wars: Transmetals

Q: Do hidden characters have different moves?

A: No.

Q: What's the most powerful form?

A: Your robot form is more destructive than other forms. It also has more long-range attacks.

Q: Can I transform back into a robot?

A: You can retransform once your small energy bar recharges.

Rocket: Robot on Wheels

Q: Why doesn't the Summoning Pad work?

A: You can't summon a vehicle until you've found the actual vehicle elsewhere.

Q: How do I perform special moves?

A: Tinker must give you an upgrade before you'll be able to perform new moves. You'll need to collect Tinker Tokens before he'll give you an upgrade.



Game Boy a-Go-Go

This Month

- Return of the Ninja
- Test Drive 2001
- Tom and Jerry in Mouse Attacks!
- Animorphs
- Sgt. Rock on the Frontline
- Action Man: Search for Base X
- The Wild Thornberrys Rambler
- Power Spike Pro Beach Volleyball
- Bust-a-Move Millennium
- Mary-Kate and Ashley Pocket Planner

GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!



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REENTER THE DRAGON



From Natsume, the developer behind the classic Ninja Gaiden series that began on the NES, comes a similar side-scroller that's in keeping with the franchise's classic ninja roots. Return of the Ninja puts the cloaked warriors back in action, and, this time around, it's a pair of all-new characters. Playing as either Tsukikage or Sayuri, you'll sneak and fight your way against the Iga Clan that is bent on reigniting a war. You'll adventure with only a sword and throwing star at first, and, if all goes well, you'll ultimately uncover all the ancient Shinobi tools and magic that will help you restore peace to the land.



NINJA ITEMS

With a tap of the B Button, you'll slash with your sword. To toss a throwing star, press and hold B until the red meter at the bottom of your screen begins to fill up. If you release it when both red dots light up, you'll throw at maximum power.

Shinobi Tools

Tabi

In addition to your two stock weapons, you'll earn special Shinobi Tools, like the Tabi, which will allow you to walk on the ceiling.



Ninja Sandals

Crouch while wearing the Ninja Sandals to build up your jumping power, then spring into action to catch more air.



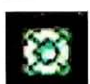
Kabuto

The Kabuto is a Shinobi helmet. If you wear it, you'll be able to bop your head through thin portions of the ceiling.



Mantle

Use the Mantle to glide. While free-falling, press Up on the Control Pad to control your speed.



Mizugumo

Walk on water by using the Mizugumo. To go under, break into a dive by pressing Down.



Health Items



Food

Health and magic items often appear in place of a defeated enemy. Gobble up food to restore your health.



Power

Magic spells require Power, and the red swirl icon will revitalize your ability to cast one spell.

Magic Spells



Fire Ball

Your current spell appears in the lower-right corner of the screen. Hit Select to cast the spell, like the whirling flames of the Fire Ball.



Lightning

Spells are perfect for attacking multiple enemies concentrated in one area. Use Lightning when enemies are close together.



Stones

To call forth a magical avalanche, cast the Stones Spell, which should damage every enemy in the vicinity.



Tornado

Summon the twister to blow away nearby enemies. The magical wind will carry away any enemy in its path.

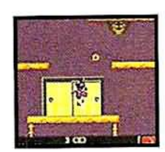
STAGES

Both Tsukikage and Sayuri handle similarly, and your adventure won't change depending on the character you choose. Whether you use the male ninja or the female one (or switch characters between stages), the five worlds will have the same level of challenge.



Stage 1

The first stage begins in your village and leads you through jungle and waterfalls. Slash enemy ninja and beware of dogs and snakes. Dogs will charge you, so be ready to jump or greet them with a sword swipe or throwing star.



Stage 2

Before reaching the ninja hideout, you must hit the red lanterns so that you can jump on them. Use them to reach the roof, then journey through the cemetery, slashing headstones to disable the booby-trapped graves. Beyond the boneyard, you'll reach a ninja stronghold.

Using Stealth



The way of the ninja emphasizes stealth. At the end of each mission, you'll receive a letter grade that ranks your ninja performance. One of the categories that affects your grade is the number of times an enemy detects you (depicted by a "!" above your foe's head). Keep that score low by using sneak attacks.

Trading Cards



When you finish a mission, you'll earn a virtual trading card that depicts a special power. The game features stacks of Shinobi cards, and you can swap them with friends by using your Game Boy Color's built-in infrared port.



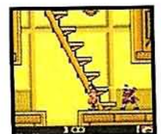
Stage 3

Cavernous Stage 3 overflows with lava. If you climb to the bottom of the first rope you come across, you'll descend to the molten core of the area. Avoid the superheated surface and rely on your projectile attacks to assault enemies.



Stage 4

Stage 4 takes place on a ship. Rock the boat by dropping into the lower level and walking into the black doorway. On the other side, defeat the two soldiers, then head to the crates on the right to slip on the Tabi and crawl on the ceiling.



Stage 5

In Stage 5, the pink soldiers on patrol can detect you even if their backs are to you. As soon as you spot an exclamation point above one of their heads, do an about-face, because the elusive warrior will vanish and reappear behind you.

TEARIN' UP THE STREETS

The latest edition of Infogrames' Test Drive series is the 2001 model, which rolls out a fleet of sports cars on zigzagging roads paved like pretzels. Set in Italy, China, Greece, Las Vegas and other cosmopolitan areas, the high-speed rubber burning appears at a bird's-eye view. While many other GBC top-down racers end up being lemons, Test Drive 2001 turns out to be a pretty sweet ride. The excellent handling will make you want to rack up plenty of miles—not just because it'll earn you cash that you can spend on new cars, power-ups and upgrades, but because the drive will prove to be a fun one, too.





LIFE IN THE FAST LANE

In addition to the Two-Player Game Link Cable Mode, Test Drive 2001 hits the road with three modes of play. By finishing the races, you'll win money that you'll be able to use to unlock hidden cars and special abilities, like Invisibility.



Single Race

Play Single Race to test out a course. At first, only the Germany 1, Sydney 1, and Washington, DC 1 courses are available. By winning Tournament Mode races, you'll unlock new tracks, like Paris, New Orleans, Hollywood, the Redwoods and Vermont.





Tournament

The game features six main Tournaments. You must start the competition by winning the first cup—the Street Cup—before you can access the next cup. To win a Tournament, you must place first in every race in the circuit. The Street Cup is the easiest of the Tournaments, sending you through a two-lap run in Germany 1, Sydney 1 and Washington, DC 1. From there, the laps and difficulty will increase.



Cop Chase

In the Cop Chase, you don't want to be the lead car. Behind the wheel of a police car, you must pursue racers, ride up on them and then sound your siren by hitting B. In doing so, you'll issue a "citation." The more tickets you deal before the racers finish, the more cash you'll rake in for upgrades.

Race for Power-Ups





By finishing a Tournament race, you can win points for power-ups. A first-place win will earn you five points that you can apply toward upgrading your Acceleration, Top Speed, Traction and Nitro Boost ratings. The B Button fires up your Nitro in a race, and your supply won't replenish after the competition.

Courses



Germany 1

Every region features two entirely different tracks. Germany 1 is the first in a pair of German courses. The trickiest part of the course is the fork that cuts through the middle of the oval course. Merging on and off it is tight but worth it.



Sydney 1

The first Australian course features ramps that can launch you over opponents. If you decide to catch air, be careful where you land. Landing piggyback on another car will most likely flip your ride over, and recovering from the crash wastes time.



Washington, DC 1

In the US capital, hairpin turns and oncoming traffic make the drive a white-knuckle ride. Before entering the race, boost your Traction and Acceleration to help you navigate the tight corners quickly.

OF MICE AND MENACE

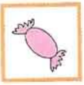
He shares the same first name as a talk show host, and Jerry the mouse's life is filled with just as much fighting and domestic disputes. Always at odds with Tom the cat, Jerry fights his feline foe in a house stocked with platformer thrills, complete with loads of collectible items, zany power-ups and minigame challenges. NewKidCo's Tom and Jerry in Mouse Attacks! nicely blends classic side-scrolling action with equally classic cartoon characters. The end result is a cat-and-mouse game full of animated antics and frisky action.





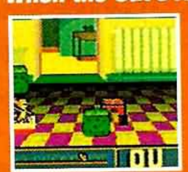
AIN'T MOUSE-BEHAVIN'

Collect the gold items, like Musical Notes and Cupcakes, that are strewn about the area. Locked doors that contain crucial power-ups will open only if you've gathered up enough collectibles.

By paying the toll in gold collectibles that is posted above the power-up's doorway, you'll unlock a room that houses a minigame challenge. Win the minigame to earn an important power-up, like an Umbrella that helps you glide or a Bomb that blasts open cracked surfaces.

When the Cat's Away . . .



You can replay a minigame challenge as many times as it takes you to win the power-up at stake. Every minigame is different, including a Whack-a-Mole-style pie-throwing competition, a water skiing challenge and a deep-sea dive.



When you win a minigame, you'll nab three helpings of a special power-up. The power-up you win will help you through specific areas in the level, so don't waste them in the wrong spot. Pause the game to select a power-up, then hit B while playing to use it.

STAGES

Tom and Jerry in Mouse Attacks! spans five stages: the Lounge, Kitchen, Garden, Toy Room and Attic. Every stage sends Jerry on a new rescue mission, and every area ends with a boss battle. Your power-ups won't work in the big showdowns, so plan your attacks accordingly.

Lounge



The first area requires you to travel across a couch and up some shelves. The Rocket power-ups will help you reach higher ground, and you'll receive exactly enough for your trip.

Kitchen



In the Kitchen, navigate the plumbing to collect the gold Cupcakes until you have enough to enter the power-up door. After snagging the Bomb power-up inside, use it to blast the stack of plates.

Garden



Signs with arrows on them point to important places you need to visit. Usually, they'll lead to the end of the level. When you spot an arrow sign, like the one in Stage 3, follow it.

Toy Room



The bread-and-butter of any platformer is traveling by jumping. That's the case with Mouse Attacks!, and you'll have to bounce your way up the floating blocks in Stage 4's Toy Room.

Attic



The trick to playing Tom and Jerry is knowing which power-up is right for the situation at hand. In the Attic, a Rocket ride will help you blast through the cracked rafter.

THE BEAST WITHIN

Like untamed beasts, fans of K.A. Applegate's Animorphs have gone wild for her books and TV show, and fans will surely be rabid for Ubi Soft's adventure game spin-off. As a shape-shifting Animorph, you'll have the power to transform into any animal you touch. The body-snatching aliens, the Yeerks, are your enemies, and you must explore the city to battle animals and capture critter powers that will help you fend off the interstellar invaders. The catch-'em-all aspect of the game adds a touch of Pokémon flair, but Ubi Soft has morphed it into an all-new animal so Animorphs never loses the feel of its sci-fi story and characters.





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TAMING THE ANIMALS

Animorphs isn't about building the levels of your menagerie of animal powers. Instead, the game is about finding the right animal that will help you solve puzzles and reach new areas.



Collect Animorph Powers

The Animorphs have the ability to morph into any animal they meet. By defeating animals in battle, you'll win their power. You can have only five animal transformations at a time, so keep at least one powerful morph (like the lion) along with ones that will gain you access to special areas (like the snake).



Talk to the People

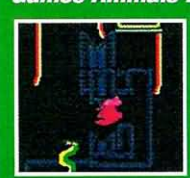
People will often give you clues to your next destination if you talk to them. You can talk to people only when you're in human form, and you must never morph in the presence of people. If you do, your secret will be revealed and the game will end.



Watching like a Hawk

In addition to talking to people, you'll of course talk to the animals. Tobias, trapped in his hawk morph, will guide you on your missions, dispensing helpful advice along the way. Seek him out for hints. On Mission 1, he'll make his perch at the Mall.

Games Animals Play



Animorphs is bigger on adventuring and puzzle solving than it is on RPG-style battling-and-collecting. Minigames, like the dark safe house leading to the evil scientist in Mission 1, keep the action high. As the bat, you must flap past the live wires to reach the diabolical mastermind at the exit. If you crash three times, your flight will end.

MORPHING MISSIONS

Just like Scholastic's books and the TV show, Animorphs the game focuses on multiple characters. In each of the adventure's five missions, you'll play as one of the main characters—Cassie, Jake, Marco, Rachel and Ax.



Mission 1: Save the Animals!

The game begins with you playing as Cassie on a mission to save the animals imprisoned by an evil scientist. Battle the snake in the Mall to acquire its morph, then slither through the crack in the Zoo Gardens wall just south of the mall entrance. At the Zoo, disable the four wave transmitters.



Assemble a strong team of morphs, including a lion, elephant, hippo and dog, then battle the bat inside the lions' den. Follow the Zoo sign pointing west to the secret lab, free the animals, then use the bat morph to navigate the pitch-black safe house. On the other side, battle the alien. After the space creature has defeated your bat, bring in your lion, which will do the most damage.



Mission 2: Destroy the Kandrona

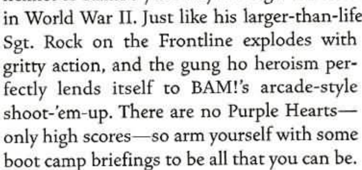
The Yeerks need the Kandrona rays to survive, and the Andalite disk that contains info on the Kandrona pool's location has disappeared. Begin your search by playing as Jake and hightailing it to the muddy Construction Site marked "Danger." In human form, nab Chapman's parking pass, then head for the School.



Visit Chapman's office at the School. When you discover that his room is locked, head to the restroom to battle an alien for a key. Use it to unlock the room in the library where the janitor will give you Chapman's address. As the mouse, lure the cat away from Chapman's porch (finish the feline off as the dog), then enter the home using your newly acquired kitty morph.

OUR ARMY AT WAR

After serving in a DC Comics tour of duty that began over 40 years ago, Sgt. Rock has been drafted by Bay Area Multimedia to wage his war on Game Boy Color. The sentimental and seemingly unstoppable GI returns for guns-ablazin' action as you strap on his helmet to Rambo your way through war-torn Europe in World War II. Just like his larger-than-life comic, Sgt. Rock on the Frontline explodes with gritty action, and the gung ho heroism perfectly lends itself to BAM!'s arcade-style shoot-'em-up. There are no Purple Hearts—only high scores—so arm yourself with some boot camp briefings to be all that you can be.







THE SPOILS OF WAR

Sgt. Rock is a one-man army, so he'll be able to plow past most enemy soldiers armed with his maximum of two weapons. He's also a soldier of fortunate circumstances, so he'll stumble upon ammo dumps and vehicles that he can commandeer.







Tank, Truck and Gunboat

To be more resistant to bullets, commandeer a green enemy vehicle. Hit A to hop in and B to fire. You can't collect power-ups while driving a vehicle, so drive over your prize and quickly tap A twice to exit and reenter your vehicle.



Red Barrels

Blast barrels for points. Gray barrels will earn you 30 points, while red ones will earn you 50 plus a weapon power-up or point bonus.

FRONT LINE FIGHTING

Using A to lob grenades and B to fire your gun, charge your way to your final destination—the top of the screen. You can't backtrack once an area has scrolled off screen, so pace yourself so you don't pass up vehicles, hostages and bonus barrels.





Mission 1, Area 2

Rockets will turn your tank into scrap metal, so immediately blast all explosive-toting soldiers. At the enemy base, lob grenades at the stronghold's five cannons.



POW Rescue

In Mission 2, soldiers armed with bazookas are stationed behind sandbags and will try to blow you to smithereens. Your bullets can't penetrate the barricades, so toss grenades over the sandbags to blast your sheltered enemies.



The POWs are the bound soldiers dressed in green fatigues. You can't accidentally harm them with friendly fire, so don't be afraid to use force to secure the immediate area before walking over them to free them. Each hostage you rescue will earn you 500 points.

Under the Gun



The game is over if you fail to complete a mission in under 9 minutes and 59 seconds. If you manage to blaze through the front lines before time expires, you'll earn a Time Bonus that will reward you for every second you have to spare. Play through each mission quickly, but don't hastily pass up red barrels, since many of them contain point bonuses that are well worth your time.



Destroy the Enemy Factories

In Mission 3, you'll troop through the jungle to destroy the enemy's factory. In addition to enemy soldiers, you'll have to target crocodiles and snakes that are waiting to make you a casualty of war.



Unlike other vehicles, the gunboat boasts two weapons. Hit A to launch grenades and B to shoot bullets. If you're defeated while piloting your watercraft, you won't lose your vehicle—you'll simply restart at the helm of it. At the base damming the river, fire grenades at all the soldiers pouring out of the entryways.



Only on land will you be able to collect the power-ups contained in the red barrels. The most powerful one is the Army Helmet, which will render you temporarily invincible. As long as you're flashing, you'll be bulletproof, so use the invulnerability to charge ahead recklessly to your goal.

ACTION'S HIS FIRST NAME

Forget about superspies—when there's trouble somewhere on the globe, the world of international crime fighting can rely on the extreme sports star, Alex Mann. Known as Action Man, Alex experiences a jolt of supercharged energy when his adrenaline is pumping, enabling him to overcome almost every obstacle. His superhuman feats of death-defying derring-do appear weekly on his computer-generated TV series for Fox Kids. On Game Boy Color, his exploits will kick into overdrive as you guide him through jungles, tundra, ruins and mines in Search for Base X.





LOUDER THAN WORDS

The action takes place over four environments. Highlight an area on the Stage Select screen, then hit Select to view the mission briefing. The Jungle and Ruins contain three missions, while the Snow Mountain and Mines contain two.

Prepare for Action



Before each of the game's 10 missions, you can suit up Action Man in camo, diving gear or any new suit you earn after completing a mission. You can also outfit Alex with two weapons at a time. He begins with only his EMP gun and long bow, and you'll earn new gear with every new mission you complete.

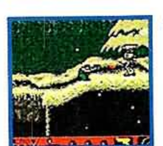


Jungle

Action Man knows no fear, so don't be afraid to hop into the Jungle's quicksand. As long as you keep moving and jumping, you'll be able to keep your head above the surface. Dash across the muck, blasting robot sentries as you go until you can leap aboard a floating platform.



Mission 2 requires you to locate the secret entrance to the cave, and once you've found it, you'll be able to move on to Mission 3 of the Jungle. Mechanical pods that lay robot sentries will descend from the secret cave's ceiling, so blast them before their cargo can activate and attack you.

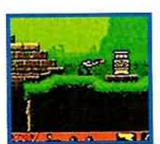


Snow Mountain

Snow-blanketed robot turrets cover the mountain. Watch for small, floating platforms—when you approach, they'll drop and transform into small cannons. Larger robots also guard the area, like the mechanized sentry waiting by the first gap. Immediately after clearing it, crouch and shoot.



The new items you earn by completing a mission will make it easier to reach new or secret areas in a level. By using the Sonic Explosion Grenade you earn after completing Mission 1 in the Jungle, defeating the armored robot patrolling the top of the Snow Mountain's ledge will be a breeze.



Ruins

At the Ruins, the idols that adorn the landscape will erupt fireballs when you approach. The fire flies in a high arc, and you'll be safe from it if you run up close to the statue. If you crouch nearby an idol, you'll be able to take a safe shot at it.



To access certain areas, you'll need the right suit for the job. You'll earn new outfits, like the mountaineering Climb Suit, by successfully completing certain missions. The Dive Suit is one of the two outfits you'll begin the game with, and it's just the getup that'll get you through the ancient Ruins' underwater regions.



Mine

If you don't feel the sting of the Mine's scorpions, you'll surely feel the wrath of the robots and other snares that have booby-trapped the subterranean area. Floating robots hover by the cave's lanterns. Aim carefully or you'll turn out the lights and make it impossible to see enemies.



CALL OF THE WILD

The Animorphs aren't the only ones who can talk to the animals. Eliza Thornberry, star of Nickelodeon's "The Wild Thornberrys," has the gift of gabbing with critters, too. Since her father's the host of the nature show, "Nigel Thornberry's Animal World," Eliza and her family get to ramble across the world to observe all creatures great and small in their natural habitat. In Mattel Interactive's six-world adventure, The Wild Thornberrys Rambler, you'll get to play as Eliza, Nigel and the rest of her family (along with simian, Darwin) through untamed lands that they all know are best kept that way.





IT'S A WILD WORLD

Antsy to get his paws on the Gold Schweitzer Award for Greatest Nature Documentary Ever in the History of the World, Nigel takes the Thornberrys to the Galapagos, Amazon, Savannah, Congo, Himalayas and Outback to film nature at its best.



Episode 1: Born to Be Free

In her Galapagos Island adventure, Eliza must free the imprisoned animals from poachers. Climb the tree trunks to reach the caged animals, and hit B to release them. Check the tree to the left of your starting point and the ledge below you to find the trickier cages.



Episode 2: Monkey Business

As Darwin, find the five pieces of Marianne's video camera that have been scattered across the South American rain forest by mischievous marmosets. Scale the trees to scour them for parts, and beware of the snakes that resemble vines.



Episode 3: Beetle Mania

Wild boy Donnie loves to eat beetles. With his family away, he's free to scamper about the African veldt in search of creepy-crawly sustenance. Exterminate Donnie's hunger by running over the bugs and steering clear of the predators in the Savannah.



Episode 4: Commvee Rally

As daughter Debbie, drive the commvee through Africa on a hunt for lost albums put out by the band she thinks is perfect for the documentary's soundtrack. You must find three to five of the CDs, depending on which difficulty level you're playing.

Two-Player Board Game



If you and a friend both have a copy of The Wild Thornberrys Rambler, you can hook up your GBCs with the Game Link Cable to play head-to-head in a globe-trotting board game. Play as any of the main characters and roll the die to hop across countries.



Players take turns rolling the die. With each roll, the player will receive a message that will reveal the latest predicament your Thornberry has gotten into. The news you receive will determine how many spaces you move on the board.



Episode 5: You Ain't Seen Nothin' Yeti

In her hunt for the abominable snowman, Marianne must first photograph all of the animals of the Himalayas before she'll be able to lure the Yeti out of hiding. Climb up piles of rocks to reach higher ground, and sprint out of sight by walking and tapping B. To snap a picture, hit the A Button.



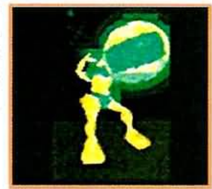
Episode 6: Down and Outback

After losing the videotaped footage in a ravine, Nigel asks his family to lower him into the crevasse so he can retrieve the tapes. Move left and right to avoid animals and obstacles during the descent, and press A or B to reach out and grab the tapes as you pass by them.

READY, SET, SPIKE!



Even when it's not summer, you'll have a chance to hit the warm sand—bumping, setting and spiking in Power Spike Pro Beach Volleyball. Officially licensed by the Federation of International Volleyball, Power Spike features 20 pros from all over the world, including the sport's premier superstar spiker, Gabrielle Reece. Whether you're a volleyball fan who digs the real-life players and exotic locales, or an arcade enthusiast who's looking for Mario Tennis-style rallying, Infogrames' day at the beach promises to serve up one hot sports game. And better yet, you won't end the day shaking sand from your shorts.



GABBY ON GAME BOY

She helped popularize the FIVB and she's the star of the game, but Gabrielle Reece isn't the only power spiker under the sun. All 20 of the game's players are big-name volleyball pros.



Men's Teams

While the teams aren't coed, you can pit a men's team against a women's team. Among the male players is the Brazilian team of Para Ferreira and Guilherme Marques.



Beachfront Property

Power Spike Pro Beach Volleyball takes you on a whirlwind tour of the beaches of the world. The game sets up nets in Los Angeles, Osaka, Rio de Janeiro, Toronto and other jet-setting locales.



Women's Teams

The game sports four US partnerships, including, of course, Gabby Reece's team. In Power Spike, she's paired with fellow American pro, Linda Hanley.

SHIFTING SANDS

You can serve the ball in three different modes of play: Single, Championship and Versus. A bevy of moves is at your disposal in all modes, and you'll need to use them all to avoid floundering like a 90-pound weakling on the beach.

Head-to-Head Competition



In Versus Mode, you can compete against a friend by connecting your GBCs and Power Spike Game Paks via the Game Link Cable. Since all matches are two-on-two, both players will have a CPU-controlled partner doling out half the moves.



Championship Mode

Championship Mode is the main way to play. In the intercontinental competition, you'll play two-on-two volleyball against a ladder of rival teams until you snag the trophy or lose a game.



Single Match

In Power Spike's Single Match, you'll play one full game of volleyball. Remember that you must alternate hits with your partner and always keep track of the blue ball cursor.



Special Moves

Command the sand by using moves other than just bumping the ball. The players can dive and jump, and the most effective one-two punch is the set-and-spike. Jump and move in for the kill when the ball's high in the air.



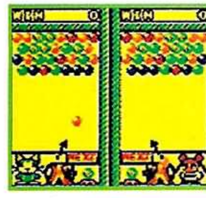
Secret Moves

By progressing through Championship Mode, you'll unlock secret moves that will allow you to unleash power plays, like pro spikes and digs.

INTO THE 21ST CENTURY

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Not to burst your bubble (then again, that's what Acclaim's puzzler is all about), but Bust-a-Move Millennium essentially serves up more of the same fun and frantic bubble-blasting action that the venerable series has delivered year after year. And that's not to say that there's anything wrong with more busting and moving, since Bust-a-Move has always been an engrossing experience. Moreover, the Millennium edition is not only the first version that's exclusively for Game Boy Color (the candy-hued bubbles are meant to be seen in all their sweet glory), but it's also the first version that's Game Link compatible for two-player competitions.





Story Mode





The object is to shoot bubbles into the incoming formation so that three or more like-colored bubbles connect. When you create a match, the bubbles and all pieces they support will fall. In Story Mode, you'll puzzle against rivals in a quest.

Endless Mode





Endless Mode is a one- or two-player marathon session for puzzlers who want to go the distance to see how many rows of bubbles they can clear. In One-Player Mode, you can play on a field that's either eight or 17 bubbles wide.

Challenge Mode





In Challenge Mode, you must fire away at a slowly lowering field of bubbles to fill up your power meter. Every row of bubbles you pop will fuel your meter. You'll move on to the next puzzle when your meter tops out.

DAILY DOUBLE

©2000 Dualstar Entertainment
©2000 Acclaim Entertainment

Successful twin teen stars Mary-Kate and Ashley Olsen seem to have their busy lives together, so a Pocket Planner endorsed by them should surely help kids their age juggle the things that keep them occupied day after day—like schoolwork, chores and matters of the heart. With Acclaim's Pak, the GBC becomes a personal digital assistant, making it an easy and affordable way for schoolkids to keep track of appointments and other things. Plus, with your daily schedule organized, there should be room for fun, and the Pocket Planner provides it with minigames, a crush detector and a fortune-teller.





Things to Do, Places to Go





The planner has a sizable memory, so you can enter pages upon pages of birthdays, telephone numbers, messages, appointments and the personal info on your current crush. The organizer's internal clock and calendar will help keep you on schedule.

Send G-Mail to Friends



G-Mail is how you can send messages to other Pocket Planners via the GBC's infrared port. The G-Mail portion of the Pak allows you to dash off a brief note to a pal. You can either type in your own personal note or select from a database of prewritten messages.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES FEBRUARY 2001

PAPER MARIO

4½

PAPER MARIO

Thinner Mario, Bigger Adventure!

Thin is in. Mario goes for flat-out fun.

The game looks like it's for young audiences, but don't let its Yoshi's Story aesthetic lead you into thinking Paper Mario is just for little kids. Sure, the game isn't terribly difficult, but it manages to provide satisfying fun almost every step of the way. If you've ever been a fan of Mario, Paper Mario will deliver the fun you expect from him.

Marioesque touches fill the game, from its worlds of Toads and Koopas to the invisible blocks and panels that you must punch or hammer to uncover secret power-ups. Even the RPG system of battling maintains the Mario feel by letting you interact in the turn-based fights (a well-timed Controller tap will determine the strength of your attack or defense). Surprisingly, Paper Mario is only the second true Mario adventure for the N64. It looks flat, but, not surprisingly it never falls flat. It's classic Mario.

COMMENTS: George—Full of character and a whole lot of fun, PM is a game that both action and RPG fans can enjoy. It's not an incredibly challenging game, but it is ultimately very satisfying. Jason—A clever charmer that I wouldn't mind playing all over again. It gets dull at times since you have to jump-start each chapter by completing a hokey side quest, but the uneven pacing gets back on track once the fun battling and adventuring portions of the story kick in. Jenni—The only thing stopping me from giving this game five stars is that some parts—most notably the side quests—are very tedious. That's not to say that it isn't fun and even delightful in places, because it's actually very enjoyable. Chris—Despite Mario's new look, this is a Mario game through and through. I'm pleased with the game's length, and in the end, I wasn't tired of playing it.





- Nintendo/320 Megabits
- 1 player
- Rumble Pak compatible
- 9 party members
- 8 chapters

CHRIS ★★★★★
GEORGE ★★★★★
JASON ★★★★½
JENNI ★★★★½
JILL ★★★★½

EVERYONE Comic mischief.



STAR WARS: EPISODE I: BATTLE FOR NABOO

4



Squad save the queen.

Not so long ago in this very galaxy, Nintendo released Rogue Squadron, a *Star Wars* dogfighting blastfest set amidst swarms of enemy fighter squadrons and tangles of crossfire. With *Star Wars:* Episode I: Battle for Naboo, LucasArts strikes back, launching a shoot-'em-up that smartly tries to recapture the wall-to-wall action of the original, complete with event-triggered objectives and orders to escort fleets, protect ships and, of course, search and destroy. To set itself apart from Rogue, Naboo includes some land- and water-cruising levels, but sacrificing the freedom to fly in a nimble Naboo Starfighter so you can hover around in a Trade Federation gunboat isn't anything that will keep the intensity of the action sky-high.





Naboo is at its best when the action isn't grounded, and the heated aerial missions rise to the occasion to compensate. Flight aces looking for more Rogue-style fun won't be disappointed—despite its slight case of acrophobia, Naboo manages to soar with fairly consistent thrills and a first-rate package of action, audio and graphics.

COMMENTS: Alan—It takes the best elements of Rogue and improves them while leaving the core intact. It misses the five-star score only because some of the ground-based missions are slightly tedious. Andy—This is a solid action game with plenty of challenges and rewards for success. Aside from the vehicles and voice samples, there's little that makes you feel like you're in the *Star Wars* universe. For that, I blame the drab backgrounds and dry cinemas. Drew—The ground-based missions are, with a few exceptions, uninspired, but Naboo does Rogue one better by providing some outer space missions.

- LucasArts/256 Megabits
- 1 player
- Rumble Pak compatible
- Expansion Pak enhancements
- 18 missions



TEEN Animated violence.
CONTENT RATED BY ESRB

MEGA MAN 64

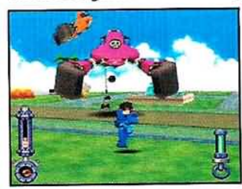
3



Finally, the Blue Bomber debuts on N64.

Based on Mega Man Legends, which was released over a year ago for a system that shall remain nameless (Hint: its initials are PSX), the long-overdue Mega Man 64 is being touted by Capcom as the "enhanced" version of the adventure. Spruced up with better graphics and double the areas to explore, Mega Man's first N64 outing is loaded with adventure elements (talking to townies is a big part of the game). MM64 doesn't quite fit the classic Mega Man action mold, but it still packs in the action (like a simplified Jet Force Gemini) along with the Blue Bomber's trademark mix-and-match weaponry.

Kooky cut scenes with spoken dialogue add cinematic verve, and chatting up villagers never bogs down the game. Where the game does stumble, however, is with its play control—with every little step you make, the swivel-happy camera overcompensates, making it look like you're playing while yachting on choppy seas. Apparently, the camera wasn't one of the things that was "enhanced." Nevertheless, once you get used to the oscillating camera, you'll find a quick-draw action-adventure game worthy of the Mega Man name.





COMMENTS: Drew—Mega Man lurches and pivots like a forklift as you move, sending the camera into nausea-inducing spins. Jenni—Tron Bonnes' cut scenes are a hoot. The game looks great and is varied and challenging, even if much of the challenge comes from the odd way you move around. You do get use to it, eventually. Sonja—The game's a departure from the series, which is good because it's something different but bad because it's not the platform action we've come to know and love. Jill—It's excellent, but it needs more confrontational situations.

- Capcom/256 Megabits
- 1 player
- Rumble Pak compatible





Animated violence.

MARIO TENNIS

5

Court is in session, and Mario's presiding.

A must-have for anyone who owns or enjoys Mario Tennis for the N64, Camelot's GBC version sports the same grand-slamming moves and hard-hitting action as its partner Pak. In the game's main mode of racket wielding—the Mario Tour—you'll enroll at a prestigious tennis school with the hopes of landing a spot on the traveling Varsity Squad. By playing matches and participating in minigames (like target shoots and marathon rallies), you'll net experience points that you can use to boost your speed, power and technique. The RPG framework works as a great motivator to keep you hitting the court match after match, and your sharp CPU competition will always keep you on your toes.





For more smashing surprises, Mario Tennis unlocks secret characters and courts in the N64 version when used with the Transfer Pak. Even without its kinship to the N64 version, Mario Tennis stands on its own thanks to swift action, pro controls and unique spins on the sport of racket whacking.

COMMENTS: Andy—If you have the N64 version, you have to get the GBC version. The two games complement each other very well. Play control is perfect and the story line really gets you into the game. So far, I've put in 22 hours, and I'm still playing it. Jill—Very fun. It's like Pong with personality! Drew—Fresh off its excellent Mario Golf GBC effort, Camelot serves up another fantastic GBC sports game. All the RPG elements and lightning-quick game play you'd expect are there, and, as with Mario Golf, you can transfer your players into the polygonal wonderland of the N64. Jenni—Most game players will appreciate Mario Tennis even if they're not very fond of sports titles.



- Nintendo/16 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible
- Transfer Pak compatible

ALAN ★★★★★
ANDY ★★★★★
GEORGE ★★★★★
JASON ★★★★★
JILL ★★★★★



TOM AND JERRY IN MOUSE ATTACKS!

3½

Look what the cat dragged in.

Squeaking out another high quality game suited for novice gamers, NewKidCo has yet again successfully captured the cartoon high jinks of Tom and Jerry in a cat-and-mouse game that's never short on variety. Mouse Attacks! has you playing as Jerry, scampering up household obstacles like bookshelves and plumbing to thwart Tom's latest scheme. By gathering collectibles along the way, you'll be able to use them to unlock doors that lead to minigames. Completing the side games, like the waterskiing challenge or cream pie shootout, will earn you a power-up like rockets or bombs. The new items are your keys to reaching new areas, and you should never use them in the wrong spot—if you run out of an item when you need it, chances are, you'll be stuck unless you restart the level and earn the power-ups all over again. You won't run into that problem often anyway, since the game does a good job of leading you along. Besides, the zany antics and diverse minigames outshine any possible flaw in NewKidCo's crowd-pleasing gem.



COMMENTS: George—Playing minigames to collect items makes this more than just another side-scroller with a character license. Clever design. Andy—The tasks and challenges are truly inspired, which makes this game worthwhile. Even the music is spot-on! Drew—Mouse Attacks! rises just above the rabble of similar GBC platformers with its solid minigames. Chris—It's innovative, and the game play is well balanced for all age groups. Jason—The action is as unpredictable as the classic cartoons and just as much fun. Never a dull moment.



- NewKidCo/ 16 Megabits
- 1 player
- GBC exclusive
- 5 stages

ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★★
JENNI ★★★
JILL ★★★★½





ANIMORPHS

3

Ubi Soft unleashes beastie boys and girls.

Popularized in Scholastic's books and Nickelodeon's TV series, the Animorphs—humans with the power to transform into any animal they touch—seem like the perfect fit for the Pokémon formula of collecting creatures and assembling them into fighting teams. It would have been easy to make Animorphs just another trendy game that relies on the collect-'em-all angle to carry its weight, but Ubi Soft took the time to create a full-fledged action-adventure game that merely (and effectively) uses menagerie-building as a key to fun puzzle solving. Playing as Cassie, Jake, Marco, Rachel and Ax, you must battle animals in turn-based bouts to tame the savage beasts. Refreshingly, the RPG-style fighting is only a small aspect of the game.

True to K.A. Applegate's stories, the game's emphasis is on adventure and transforming into animals, not building up levels or other RPG aspects. Certain morphs will gain you access to certain places—a feline form will get you into a cat fancier's home and a bat morph will unlock a dimly lit side-scrolling minigame. Finding the right way to use your morph is the main tactic, and Ubi Soft has used shape-shifting wisely to create a clever adventure that feels like a unique Animorphs experience and not like a Pokémon rip-off.



COMMENTS: Drew—Animorphs manages to remain faithful to the spirit of the license. Jill—The graphics could be so much better. Alan—It's a different spin on collecting games. Jason—Animorphs is a hodgepodge of sleuthing, adventuring, battling and side-scrolling action, and every element manages to work while conveying the feel of the books and show.



- Ubi Soft/8 Megabits
- 1 player
- GBC exclusive
- 5 missions
- Over 45 morphs







HEROES OF MIGHT AND MAGIC II

3

Out with ye olde, and in with ye not so olde.

Whisking players into medieval fantasy worlds populated by just about every mythological creature and renaissance fair character ever cast in pewter, 3DO's Might and Magic is a PC mainstay for fans of Dungeons & Dragons and sword and sorcery role-playing. Heroes of Might and Magic II is based on the PC version of the game, and 3DO has managed to shrink the sizable adventure while preserving the computer game's feel and strategies.

Dedicated gamers who like to spend time exploring the countryside, building character attributes and managing resources to buttress their castles will find a substantial adventure in HOMMII. If you're looking for instant arcade gratification, though, you'll probably have a hard time sitting through the game's grueling navigation system, turn-based battles and user-unfriendly setups.

Might and Magic II isn't a far cry from the original (it essentially offers new spells and maps), so the been-there, done-that sequel is like bagging a great expansion deck instead of scoring a whole new set of cards.





COMMENTS: Alan—A large game with tons of possibilities that is completely undone by a wonky system of controls. Chris—I appreciate how ambitious this game is with all the different classes and spells and the number of flexible scenarios that you can play. It just has too many flaws, such as a terribly slow pace (like having to camp every 30 seconds) and confusing game setup. Scott—With patience, the awkward interface gives way to a surprising depth of strategy gaming, particularly in the new Campaign Mode. Even so, HOMMII won't convert many action fans.



- 3DO/8 Megabits
- 1 player
- GBC exclusive
- 8 missions





Mild animated violence.

RETURN OF THE NINJA

The creators of Ninja Gaiden return with another.

It's not called Ninja Gaiden, but you can expect the same sort of side-scrolling journey that Natsume developed years ago in the popular NES series from Tecmo. Over a decade after its introduction, Gaiden's formula—hopping onto rooftops, climbing ladders, hitting bad guys and using power-ups and spells—seems a bit run-of-the-mill when revived into Return of the Ninja. The special items, like magical shoes that allow you to cling to the ceiling like Spider-Man, spice things up, as does the game's most unique aspect: stealth. Since you're a ninja, you must be like the wind or you'll lose points if you're detected or blow a sneak attack.





Slinking around can be pretty fun, but too much of it makes for an uneventful game. Confrontation is what puts the action in action games, and some gamers will surely find Return of the Ninja to be a little too tame. If stealth sounds like your cup of tea, Return of the Ninja may be for you—the game kicks up a decent challenge, and the virtual trading cards you earn by finishing missions are nice rewards you can trade via the GBC's infrared port.

COMMENTS: Drew—It's a better-than-average side-scroller in the mold of Bionic Commando. The hit detection could use a little tweak here and there, but the game play is smooth and satisfying overall. Sonja—The spells and tools are cool and make the game interesting. It's just nothing new. Jenni—The platformer thrills and spills are pretty standard, while the main characters are graceful. Chris—I found it to be entertaining at first—I like how much they split up the stereo sound, but there's a big lack of action.

3



- Natsume/8 Megabits
- 1 player
- GBC exclusive
- 5 stages
- Infrared port capability

ANDY 
CHRIS
JASON 
JILL
SONJA 



SGT. ROCK ON THE FRONTLINE

An old comic book GI marches onto GBC.

Recruiting a silver-age DC Comics war hero, Bay Area Multimedia has also enlisted an equally dated and fatigued style of game play to use as the basis of its flag-waving shooter. Sgt. Rock is pure full-steam-ahead, blast-everything-in-sight action, and if you're setting your sights on an arcade experience, BAM!'s ballistic war game is a modest and mindlessly fun Pak to target.

The top-view game sends you trooping through enemy territory armed with a gun and grenades. The setup is similar to 3DO's Army Men series for GBC, except that it doesn't handle like you're wearing two left boots. Instead, Sgt. Rock's play control handles like a finely tuned fighting machine, so aiming while running and driving vehicles you've commandeered (like a tank, truck and gunboat) never feels like corporal punishment. The simplistic missions lack depth, so the major objective is to shoot your way to the top of the screen and the top of the high score list. Everything about the war game is deeply entrenched in '80s arcade shoot-'em-ups, and for its war-torn, aging genre, Sgt. Rock on the Frontline turns out a decent tour of duty.





COMMENTS: Andy—Run, shoot, run, get in tank, shoot, yadda, yadda, yadda. Good play control but tired concept. Jason—Sgt. Rock isn't exactly the hippest or most timely character to build a game around. And while the game play isn't anything revolutionary, it provides some decent time-killing fun nonetheless. Chris—The worst thing about this game is that there are others just like it that are 10 years old. The AI is rough at best—the bad guys sometimes will run right by without noticing you.

2



- BAM!/8 Megabits
- 1 player
- GBC exclusive
- 3 vehicles

ANDY 
CHRIS
JASON
JENNI
JILL



Animated violence.

ALSO PLAYING THIS MONTH

BUST-A-MOVE MILLENNIUM

- Acclaim/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible



BAM is just as frantic as Tetris, and the puzzler requires you to be a sharpshooter since you must ricochet bubbles into matching clusters to eliminate them. While this century's version of the game is just like every other entry in the series, the Millennium edition introduces a Two-Player Game Link Mode. Playing head-to-head makes the game even more replayable than before, and the two-player option is reason enough for you to replace any other BAM game in your GB collection.



4½

MARY-KATE AND ASHLEY POCKET PLANNER

- Acclaim/8 Megabits
- GB and GBC compatible
- Infrared port capabilities
- GB Printer compatible



It's not as dopey as you might think—the Olsen twins' Pocket Planner turns out to be a truly nifty and practical organizer. Not to be mistaken for a game, Pocket Planner is meant to serve as a personal digital assistant for kids, and it succeeds. The handy calendar and address book functions allow you to enter and store plenty of personal info, and nice touches like the matchmaking feature and ability to send and print data make Pocket Planner a fun tool for kids on the go.



4

POWER SPIKE PRO BEACH VOLLEYBALL

- Infogrames/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible

Even if you're not a volleyball fan, you might dig Power Spike. Sporting 20 pro players, including Gabrielle Reece, Infogrames' fun in the sun slams with fast-paced rallying action. The slick design includes a wealth of moves, a ball cursor that helps you gauge where the ball will land, and whiplash-inducing back-and-forth volleying. By winning matches, you'll unlock special moves, and that dangling carrot should keep beach bums playing match after match.




3

ACTION MAN: SEARCH FOR BASE X

- THQ/8 Megabits
- 1 player
- GBC exclusive
- 10 missions

Fans of the Fox Kids TV series will get a rush from Action Man's GBC side-scroller. Mixing platform action and shooting, Search for Base X features the things action maniacs are looking for: special outfits, bullet-dodging and loads of weapons. Like the show, the game unleashes extreme thrills, and Search for Base X is challenging even on its easy difficulty level. Hidden areas and tough enemies will require more than the AMP factor to keep you in one piece.




2½

THE WILD THORNBERRYS RAMBLER



- Mattel/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible



Compared to the Nickelodeon TV show, The Wild Thornberrys on GBC is disappointingly tame and actionless. The cartoon's quirky personality shines in the Pak, but the simplistic setup—consisting of six lackluster arcade-style games (most involving racing against the clock to collect items) and a pointless two-player board game—transforms what should've been a wild expedition into a time-killer that could be an endangered species.




2

KEY



ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game. To contact the ESRB, call 1-800-771-3772.




- Early Childhood
- Teen (13+)
- Adult (18+)
- Everyone
- Mature (17+)
- Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

COMING NEXT ISSUE . . .

Volume 142 March 2001

Pokémon Stadium 2



Over 250 Pokémon are battling in the follow-up to last year's megahit, and Nintendo Power has the tips and tricks to take you to the top of Pokémon Stadium 2.

Aidyn Chronicles



The ongoing story of Aidyn Chronicles continues in March with a magical, spellbinding review of THQ's ambitious RPG.

Mickey's Speedway USA



Mickey and the gang are hitting the road, portable style. Pull in to Nintendo Power next month—we'll fill you up with the latest info.

Magi-Nation



Enter the role-playing dreamscape of Magi-Nation with us in March as we take a closer look at the characters, creatures, spells and more.

PLUS!

- NINTENDO POWER AWARDS 2000
- PAPER MARIO, PART 2
- SCOOBY-DOO
- SNOOPY TENNIS
- LEGO ISLAND 2
- THE LION KING: SIMBA'S ADVENTURE
- VIP

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 140 (Jan '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme (GB), Metal Walker (GB), *Star Wars*: Episode I: Obi Wan's Adventures (GB), Robopon: Sun Version (GB), The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green (GB), Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview.

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver—Part 3 (GB), Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back(GB), Paper Mario Preview (GB), Mario Tennis Preview.

Volume 138 (Nov. '00): Hey You, Pikachu!, The Legend of Zelda: Majora's Mask—Part 2, Mickey's Speedway USA, Disney's Donald Duck: Goin' Quackers, Ms. Pac-Man: Maze Madness, Cruis'n Exotica, Sydney 2000, Rugrats in Paris: The Movie, Pokémon Gold and Silver—Part 2 (GB), Harvest Moon 2 (GB), *Star Wars*: Episode I: Battle for Naboo Preview, Spider-Man Preview, Indiana Jones and the Infernal Machine Preview.

Volume 137 (Oct. '00): The Legend of Zelda: Majora's Mask, Army Men: Sarge's Heroes 2, Taz Express, Turok 3: Shadow of Oblivion, Disney by Design, Pokémon Gold and Silver (GB), Legend of the River King 2 (GB), Dragon Warrior I & II—Part 2 (GB), Mickey's Speedway USA Preview, Batman Beyond: Return of the Joker Preview, Nintendo Space World 2000 Report.

Volume 136 (Sept. '00): Pokémon Gold & Silver (GB), Gridiron Games 2001, Pokémon Puzzle League, San Francisco Rush 2049, Polaris SnoCross, Dragon Warrior I & II (GB), Perfect Dark (GB), The World Is Not Enough Preview, Army Men: Sarge's Heroes 2 Preview, Taz Express Preview, The Legend of Zelda: Majora's Mask Special.

Volume 135 (Aug. '00): Mario Tennis, Ogre Battle 64, NFL Quarterback Club 2001, Starcraft 64, Blues Brothers 2000, Stunt Racer 64, Austin Powers (GB), San Francisco Rush 2049 Preview, Disney's Donald Duck Preview, Dragon Warrior I&II Preview (GB), Perfect Dark Preview (GB).

Volume 134 (July '00): Kirby 64:The Crystal Shards, International Superstar Soccer 2000, Super Bowling, Warlocked (GB), Crystalis (GB), Heroes of Might & Magic (GB), Banjo-Tooie Preview, The World Is Not Enough Preview, The Legend of Zelda: Majora's Mask Preview, Mega Man 64 Preview, E3 2000 Report—Part 3.

Volume 133 (June '00): Army Men: Air Combat, Looney Tunes: Duck Dodgers Staring Daffy Duck, Indy Racing 2000, Wario Land 3 (GB), Dinosaur (GB), Gold & Glory: The Road to El Dorado (GB), Turok 3: Shadow of Oblivion Preview, Power Online, Aidyn Chronicles: The First Mage Preview, E3 2000 Report—Part 2, Warlocked Preview.

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